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Australian

PlayStation

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TM Magazine 36

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FOR 2000 [AS SEEN AT E3]

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WAS TOUCHED...)

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PSone
NEW PLAYSTATION REVEALED!
AS YOU WAIT FOR PLAYSTATION 2
CHECK OUT THE PORTABLE
UPDATE OF THE ORIGINAL

?

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INSIDE

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- IN COLD BLOOD REVIEWED
- LEGEND OF DRAGOON REVEALED
- SYDNEY 2000 OLYMPICS
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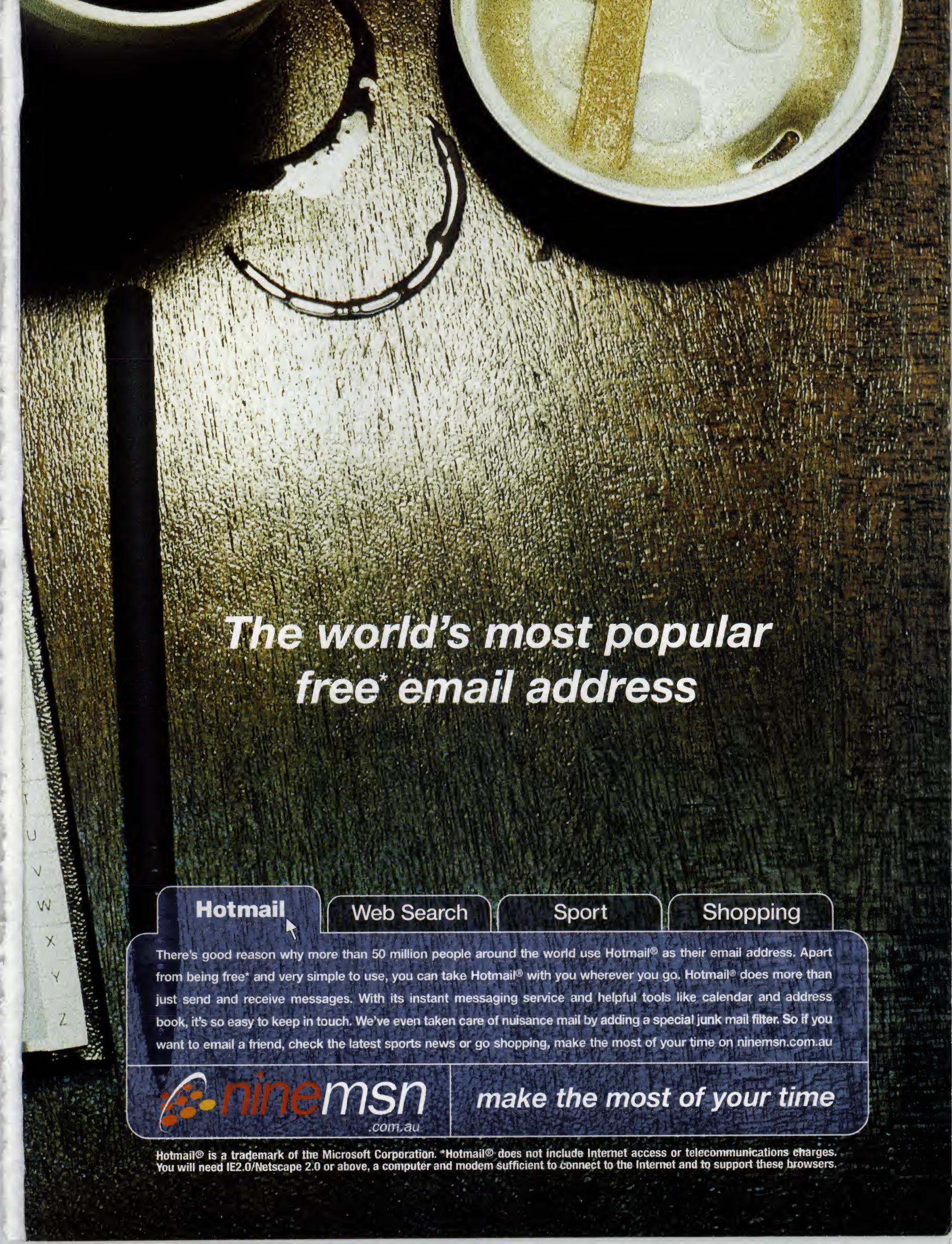
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Luke knew to score a century he'd
need the **ENERGY** to go the distance.
2 ice cold glasses of **MILo** for
BREAKFAST put him on a good wicket.

you've gotta be
Made Of MILO

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THE FINAL FANTASY

FINAL FANTASY IX

THE STORY ♦ THE CHARACTERS ♦ THE NEW ERA



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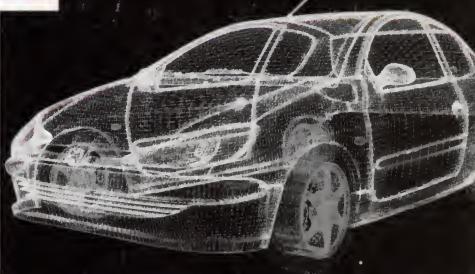
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[PLANET PLAYSTATION]



IF IT'S ABOUT PLAYSTATION AND IT HAPPENED THIS MONTH, THEN IT'LL BE IN THE NEXT 26 PAGES...



You're The (PS)one That We Want

SONY UNVEILS TINY PORTABLE PLAYSTATION

Sony has unveiled a new-look, ultra-portable PlayStation console that can be plugged into a mobile phone. Sony hopes the PSOne will extend the lifespan of the PlayStation console long after PlayStation2's release and lead the format into the "new mobile network era".

The unit's tiny size is breathtaking – it is only a third of the size of the current PlayStation unit, yet offers exactly the same specifications and is 100 per cent compatible with all software. It weighs 550g and is 19cm by 14cm. Just like the current PlayStation console, the PSOne features two controller ports, two Memory Card slots and comes with a Dual Shock

entertainment beyond traditional packaged content". With this mobile phone network connection, the user can download information, entertainment content and software programs, as well as exchange data with other PlayStation users. Sony will be urging third party developers to create new applications and games for the network technology.

The PSOne will be released in Japan on July 7 for 15,000 Yen (A\$250). A launch date for Australia and NZ has not been announced, but it is expected to be available here before Christmas. Industry insiders have even tipped a September release – before the October 26 launch of PlayStation2.

Entertainment America president Kaz Hirai unveiled a prototype of the US and PAL PS2 with hard drive. "The optional expansion pack and hard disk drive, which will be available as a peripheral, is going to lead the broadband revolution," he said. "This bay is the gateway for the consumers to experience the full entertainment experience available, and perhaps experienceable only through a broadband network."

What does this mean? Current analog modems using traditional phone lines are hampered by slow data transmission rates that limit the services they can provide. Much greater transmission rates can be

"EXCITINGLY, SONY PLANS TO RELEASE A SPECIAL ADD-ON LCD MONITOR FOR PORTABLE PLAYSTATION GAMING"

controller. Excitingly, Sony plans to release a special add-on LCD monitor for portable PlayStation gaming, as well as car power adaptor.

Another special adaptor, available in Japan soon, enables the entire PlayStation family (PlayStation, PS2 and PSOne) to be connected to mobile phones. Sony believes this adaptor will "offer new forms of

In other news, Sony will release a hard drive for PlayStation2 in Japan towards the end of this year. The unit will have a large capacity hard disk and network connection in the shape of an ethernet socket, allowing players to use a wide variety of online connections, including cable modems. The hard drive will be able to store new information from network sources, so racing games will be able to have new tracks and fighting games new characters. The adaptor will allow for multiplayer games to be played across the Internet, like *Final Fantasy XI*.

Unlike the Japanese PS2, the US and PAL PlayStation2 consoles will feature an expansion port compatible with a 3.5-inch hard disk drive and ethernet adaptor, so the hard drive will be internal. At an E3 press conference, Sony Computer

achieved with broadband technologies like ADSL (Asymmetric Digital Subscriber Line) and cable.

Internet analysts reckon broadband technology will be available in the majority of households within the next five years and will drive an entertainment revolution. PS2 will be able to take advantage of this development with its ethernet adaptor providing the connection to the broadband network, and its hard disk drive providing the necessary storage space to exploit the new interactive entertainment envisaged.

Sony envisages using these capabilities to allow you to download movies, music and games, as well as access the Internet. You could download any of the 3,000 PlayStation games already in existence, and new episodic titles will be created with regular installments to download or extras such as new cars in a GT-type game. Exciting times ahead...





The Italian Job

FERRARI TO ROAR ONTO PLAYSTATION2



Fetrolheads and hardcore gamers alike can finally look forward to driving a Ferrari on PlayStation2 following the news that Acclaim is publishing *Ferrari 360 Challenge*. Along with Porsche, Ferrari is one of the scant few big name licenses that has eluded *Gran Turismo* overlord Kazunori Yamauchi and from PSM's exclusive play, it's his loss and our gain as Acclaim delivers the opening salvo of its PS2 attack.

Ferrari 360 Challenge is being developed by Brain In A Jar, a new company founded by ex-Psygnosis developers Matthew Gabriel (managing director), Carl Dalton (art director) and Ollie Wright (technical director/lead programmer).

"We've spent the last six or seven months in contract negotiations, which has taken a lot longer than we expected," reveals Matthew. "Now it's signed, we're raring to go on it — it's just starting now. The earliest it's going to come out is next Easter. The license we've got is the 360 Challenge, not the road car stuff."

For the uninitiated, the 360 Challenge is no ordinary race. This is Ferrari's very own racing series staged in five continents with more than 150 competitors, and is drooled over every year by Maranello obsessives worldwide. While the game will have the trappings of the ordinary driving game, after that Brain In A Jar is planning the PS2's first truly original racer.



"There will be some interesting venues which will be built along similar lines to the American ovals and places like Silverstone where circuits are divided, but how we deliver the race is at an embryonic stage," explains Carl. "The real 360 Challenge is raced during a day over two races at different track lengths and different numbers of laps. We could go down that route but we want to go down something like a Grand Prix and make it more glamorous where you're travelling back and forth, racing on different tracks."

"There's also lots of things from the real Challenge that we want to incorporate. There's one thing that I love called the Gentleman's Trophy that you have to ask to be entered into at the beginning of the series. Points are scored on your racing but you also score points on your gentlemanly conduct, and you can be excluded by the officials if you're seen to be acting unsportsmanlike. It's a really hotly contested trophy because the drivers in the series want to be seen as the gentleman racer."

It's this leap in imagination — a racing game where you don't want to smash your car — that sets *Ferrari 360 Challenge* away from the current racing pack.



So you've driven a Porsche, you've driven an Aston Martin, even a Holden, what now? Yeah, a Ferrari would be pretty good...

Rumble In The Jungle

DINO CRISIS SEQUEL CREEPS EVER CLOSER

A new flock of deadly dinosaurs are on their way from Capcom, with *Dino Crisis 2* pencilled in for a release this year on PlayStation, and a PlayStation2 port planned for next year. Regina's back in the reptilian fray as the dark mind of Shinji Mikami digs out a whole load of new beasts for you to shoot at. After going to all the trouble of wiping out the genetically reconstructed beasts from the first game, Regina is now faced with 10 monstrous new breeds.

This time there will be an open-air feel to the proceedings as another biological accident kicks off and Edward City disappears to be replaced with thick jungle populated, of course, by flesh-eating dinosaurs. Using an experimental space/time transfer device, Regina and her crack squad of

dino-hunters go into the leafy gloom to locate the survivors and uncover the mystery of the disappearing city. To defend themselves from the large lizards, who can attack in packs this time round, they're equipped with anti-dino weapons and Regina is able to fire two guns at once. You'll also get an extra playable character, Dylan, a special agent who is harder than a ringful of circus strongmen.

Each time Regina or Dylan offs one of the beasts, you'll rack up credit points that you can use to get hold of more weapons, ammo and medicine packs. Mini games include protecting team members, chasing the monsters to reclaim items, and underwater adventures against waterborne dinosaurs (sharks by any other name). You'll be walking with *Dino Crisis 2* by October.



Like *Walking With Dinosaurs* meets *Resident Evil*, the sequel to *Dino Crisis* is one hell of a game. *Jurassic Dark* if you will.



Next Gen
ELECTRONIC POSTCARDS
FROM THE EDGE

New videogaming technology brings with it all manner of benefits, from Dolby-compatible audio to DVD-movie playback capabilities. PlayStation2 famously offers both of these elements, but the most immediately obvious benefit the hardware brings to the party are purely visual, opening gamers' eyes to experiences such as *GT2000*, whose aesthetics inch a little bit closer to the holy grail of every developer who has ever sat down at a workstation: realism.

You can't blame them. After all, for the last 10 or so years Hollywood has been obsessed with getting computer graphics technicians to build objects on a monitor whose appearance in a final celluloid cut must not be discernibly different from the real thing. Using lesser technologies, videogame creatives have the same ultimate goals. But what happens when the strive for replicating reality becomes overbearing? When something is thrown into a game for the sake of authenticity rather than a desire to deliver simply another layer of enjoyment?

Videogames are, by their very nature, leisure pursuits. Which is why *Driving Emotion Type-S*, a Japanese-produced PS2 racer I've recently been playing on import, fails almost from the moment you begin playing it. Its developer, Squaresoft, has attempted to bring all the nuances of professional circuit racing to a person sitting in an armchair armed not with a steering wheel, pedals and a gearbox, but a Dual Shock2 joypad. It's a gaming experience akin to building a model of the Sydney Harbour Bridge out of matchsticks while wearing oven gloves.

With such a muscle-bound bundle of silicon at its disposal, it must be difficult for game developers to know where to draw the line. But come on chaps, we're here to have fun. That's why there's a "play" in PlayStation, you know.

Tony Mott is editor of videogames bible *Edge*.



Better get your digits into training now if you're to stand a chance of earning a medal. *PSM* spoke to Nigel Collier, producer of *Sydney 2000*, to find out just how he plans to get you playing when the game is released in August.

Go For Gold Down Under

Button bashing athletics titles are notorious for two things – blisters and only being any good when played with friends. Short of supplying Band-Aids with the game, there's not much the developers of our very own Olympic game – *Sydney 2000* – can do about your aching digits. They are looking into ways of making the single-player game more rewarding, though.

"We have tried to provide a gameplay experience that does not exist in any of our competitor's titles. Usually they focus solely on the multiplayer aspect, but we wanted to develop something more than that," begins *Sydney 2000*'s producer Nigel Collier. "Olympic mode is a new single player game with depth and progression. You select your team, nurture them through training sessions in the virtual gym – building up their abilities and physiques. You then have to compete in a series of pre-Olympic competitions with the aim of qualifying for the Olympic games and winning gold medals in the finals of each event."

The performance of the AI athletes will be based on Olympic history and past performances, so the whole Olympic experience should be extremely realistic. "There is also an underlying system that balances the performances of the nations that are historically lower down in the medal tables, so there's no advantage in being a particular country."

Nigel explains that there's also a Head-To-Head mode, where you'll be able to pit your own Olympic team against that of friends via a Memory Card. "You need to make sure that you have been training hard in the gym in order to have bigger and better athletes than

your friends." And no, performance-enhancing drugs will definitely not be an option. Tasks in the gym – which will play in much the same way as normal events – require you to meet set targets in exercises such as bench presses, sit-ups and running on a treadmill. Your athletes will be rewarded with greater performance potential if you manage to achieve the goals. Nigel goes on to explain that there are certain exercises that are customised to help you practice for certain events.

There will be 20 different gym activities and 12 Olympic events in all, each requiring you to master a different button sequence or bashing technique. Events

"You need to make sure that you have been training hard in the gym in order to have bigger and better athletes than your friends"

such as the 100m, 110m hurdles and the 100m freestyle obviously rely heavily on your ability to press two buttons repeatedly as quickly as possible, with a third button being used for actions such as jumping and turning. There are lots of more complex events, though, much needed variety coming in the form of skeet shooting, weightlifting, platform diving and even a K1 kayak slalom.

Nigel sums up by saying, "We are very pleased with the power that we've been able to get out of the PlayStation. We have developed a high-performance



The range of events and graphical detail promises Olympic glory for *Sydney 2000*.

engine that squeezes every last cycle out of the console. This allows us to render huge stadium environments, play thousands of animations and a fully-specified commentary system, display facial animation and have real-time shadows. We have also worked with the broadcasters, recreating over 600 camera angles that you will actually see at the Olympic games. What you see on TV will be exactly what you see in the game. However, we have added a few more cameras that the broadcasters could never hope to do, just to make it a bit more special."



Sydney 2000's graphics demonstrate that the PlayStation's best days are still ahead of it.

ATTENTION TO DETAIL

Nigel assures that "the animation is incredible" and it's hard to disagree with him. Attention To Detail motion-captured actual Olympic athletes and the results are amazing. Perhaps the most impressive details, though, are the TV-style presentation and the Olympic stadium. As *PSM* has previously reported, Attention To Detail has already recorded commentary from some of Australia's best known sports identities. Tracey Holmes, Bruce McAvaney and Pat Welsh have all lent their silky voices to the project.

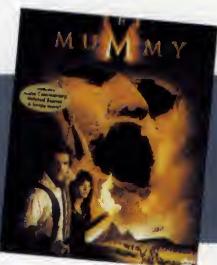
Tracey was astounded at the game's visuals. "It looks absolutely brilliant. When I saw the weightlifting characters they were so life-like and they were making facial expressions! This is really going to go off in the athletes' village!" Bruce McAvaney agreed. "It's as close as you can get to being there. You feel you're participating in the real thing – with all the suspense and excitement of Olympic competition." Special, indeed.





Mummy Dearest

KONAMI TO UNLEASH THE MUMMY



Details are filtering in of Konami's new movie tie-in, *The Mummy*. Based on the *Indiana Jones*-esque cinematic romp, you'll get to play the part of chisel-jawed hero Rick O'Connell as he frolics through the ancient city Humanaupatra.

It'll be a third-person 3D adventure along the lines of the *Tomb Raider* series, so you can expect plenty of platforming and puzzling, as well as a healthy dose of baddy-dispatching. The game features many of the enemies from the film, such as swarms of locusts and the infamous scarab beetles, so let's hope that Rick's taking a leaf out of Lara's book and packing plenty of beefy hardware.



Rumours abound that Ms Croft is up the duff and *Mummy* is simply *Tomb Raider 5* with a pregnant Lara. Mum's the word...

Give Them Another Medal

PLAYSTATION OWNERS TREATED TO MEDAL OF HONOR 2

This spring Electronic Arts will be releasing the follow-up to the Dreamworks-developed, first-person shooter, *Medal Of Honor*. Entitled *Medal Of Honor: Underground*, the game's essentially a prequel following the rise through the ranks of young French resistance agent, Manon. You'll remember her from the first game as the sexy one that kept the chiselled Lt Patterson in the loop. Taking place over four years, our heroine takes on seven missions across 22 levels venturing forth from her French bakery base and infiltrating North Africa, Italy, Germany and Greece. There'll be new enemy vehicles to take out including motorbikes, tanks and half-tracks, as well as weapons like the new pistol crossbow. There's also a buddy AI system that makes the game more dependent on teamwork. Manon infiltrates a building while your partner in resistance cracks a safe or, if it all kicks off, helps you fight the good fight. Also included is a Disguise mode, which is a more advanced version of the official Nazi papers from the first game. You'll be able to dress as characters ranging from a baker to an ambulance driver and sneak past the Jerries without them recognising you. Hopefully.

This month we've also managed to bag a copy of EA's *FIFA: World Soccer Championship* on PS2 from Japan. The game includes 47 FIFA member teams, the top 16 under-23 national squads, and club teams from the English, German, Spanish, and Italian leagues. The presentation is absolutely stunning, making it one of the most dazzling sports games ever. The game will be heavily tweaked for our market, renamed *FIFA 2001*, and given a wealth of new players and features.



Medal Of Honor: Underground – a dark game in more ways than one.

One interesting feature of the game is that the characters react to their environment and events that unfold around them, which sounds like the perfect vehicle for some plot-driven action. Will you see some of the shock-moments from the movie? Let's hope so. All right, so the film wasn't exactly terrifying, but this title lends itself to a cinematic approach, so keep your fingers crossed.

As you can see, the graphics are coming along a treat, and there should also be some atmospheric lighting, filmic explosions and well-drawn characters. You should be battling *The Mummy* before this Halloween.

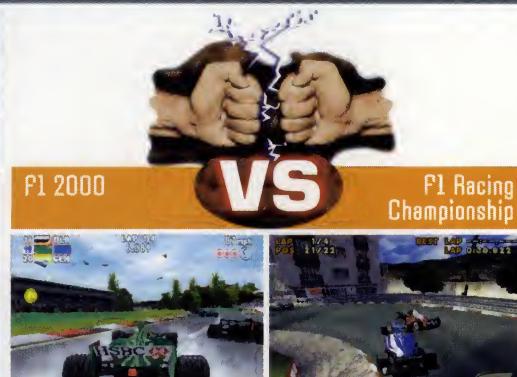
BYTES

Empire is readying the sequel to *Pipemania*, the greatest game containing pipes in the world. Ever! *Pipemania II* will involve laying pipes to defeat the evil flooz. It will be released on PS2 in 2001.

One of THQ's intended big hitters for PS2 is the role-playing game *Summoner*. You control Joseph who, as a child, tried to protect his village from invading hordes but ended up summoning a demon that wiped out the village and killed his family. Ooops.

THQ has snaffled the Power Rangers license as well as a license to make a *Scooby Doo* game. Based on three classic episodes of the TV show, as well as a brand-new scenario written especially for the game, Scooby and mates must face up to a quartet of bad guys. There's the Witch Doctor, the Snow Ghost, the Black Knight and an all-new villain sporting a mask exclusive to the game. Best of all there's a section dedicated to creating Scooby Snacks.

Scooby Doo is aimed at the younger PlayStation gamer and is due out this Christmas. Those pesky kids...



F1 2000 and F1 Racing Championship go head to head on the racetrack. Which takes out the chequered flag?

\$79.95 (NZ\$79.95) Price \$49.95 (NZ\$99.95)

EA's first entry into the genre is an impressive one. It has accurately detailed machines and drivers, and awesome graphics to please any eye! With physics to match, this is among the best racers available. Shoddy AI and a few dropped frames are the only failings.

EA has pretty much hit the nail on the head first time. There's room for improvement, but you won't beat this one for smoothness, challenge and presentation.

Ubi Soft's game has a lot of positive aspects but is let down by lack of spit and polish. Car physics here are also strong but graphically, there was a lot of tweaking that should have been done. F1 team details are also already outdated.

Not disastrous by any stretch, but looks too haphazard next to *F1 2000*. Very fast and furious but it lacks the pizzazz and razzle-dazzle of the real championship.

Take 2 sub label, Rockstar Games, has announced that it's hard at work on a trio of PlayStation 2 titles.

Smuggler's Run is an off-road, mission-based, racing game that sees you legging it across borders with a job lot of contraband in the boot. In *Midnight Club*, you'll enjoy illegal street races in fine-tuned motors around the streets. Finally, *Oni* is an anime 3D action-adventure title rather like *Fear Effect*.

SCI's forthcoming PlayStation title, *The Italian Job*, is due out at the end of next year. Based on the classic 1969 movie of the same name (starring Michael Caine and that naughty Benny Hill), the game will see you thrashing a fleet of Mini Coopers around the streets of Turin, London and other locations. It's a 3D, mission-based affair, with the plot focusing on nabbing four million bucks worth of gold from the Italians.



[PLANET PLAYSTATION]

+ INCOMING! +

KONAMI FULL STEAM AHEAD ON PS2

Konami is set to become the biggest PlayStation2 licensee with plans to release a total of 10 PS2 titles here by March 2001. For the console's planned launch in October, Konami will have next gen versions of such PlayStation series as *International Superstar Soccer* (to be called *ISS 2000*), *International Track & Field* and old school shoot 'em up, *Gradius*, incorporating arcade-perfect recreations of both *Gradius III* and *IV*.

So what about the others? Alongside the announced sequels to *Silent Hill* and *Metal Gear Solid*, Konami has exclusively revealed to *PSM* that controversial sniper game *Silent Scope* (winner of the Amusement Showcase International's Sale Achievement Award as this year's best-selling arcade game) is heading to PS2. A rifle peripheral hasn't been confirmed yet but expect the violence not to be toned down. Even bigger news is that the company's deal with Microsoft means that both *Age Of Empires II* (the medieval real-time strategy blockbuster for the PC) and *Motocross Madness* are definitely heading for PS2, with others to follow – hopefully including the *Driver*-esque *Midtown Madness* and space/combat titles, *Freelancer* and *Starlancer*.

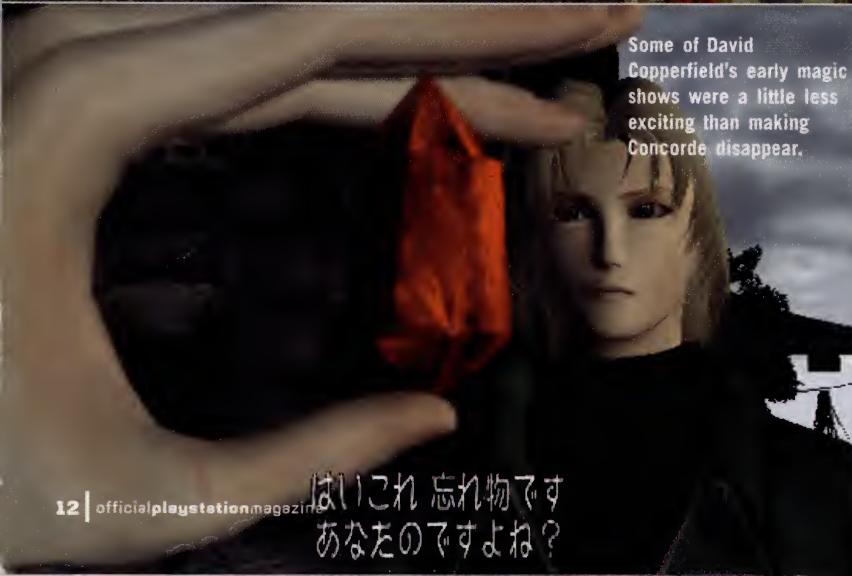
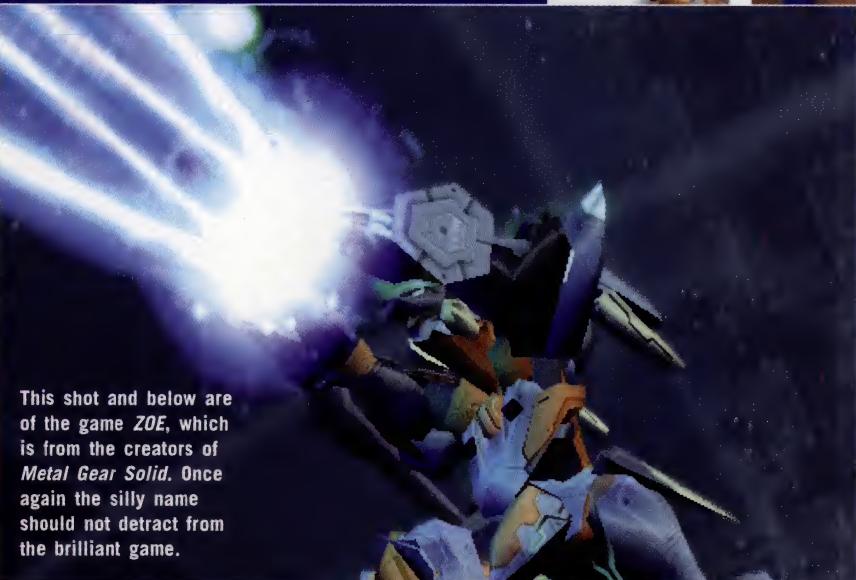
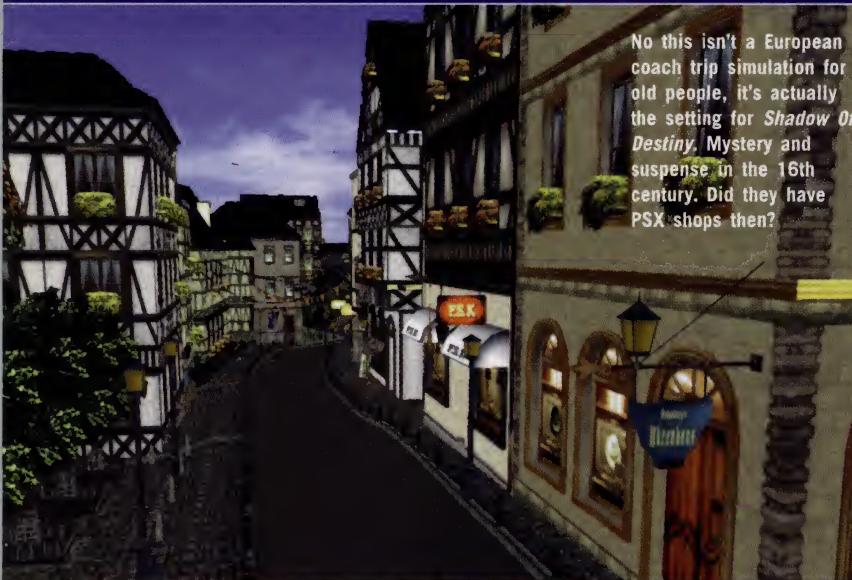
Drawing on its Japanese development teams, Konami is working on *Seven Blades* (a samurai adventure currently as mysterious as its name) and *Shadow Of Destiny*. This is a self-styled 'mystery/suspense' title set in 16th century Europe where main character, Eike Kusch, is mysteriously killed. Kusch must then travel to a netherworld to make a Faustian pact with a mysterious demon/angel (the character's intentions are not revealed) to go back in time and save himself, while disguised

as someone else. Once you've done that, there are other murders to be solved as your powers and supporting cast increases. Created by the same R&D team that spawned *Silent Hill*, the *Resi*-styled adventure game's eerie atmosphere ("Death teaches you how to live" being one in-game slogan) certainly recalls last year's horror hit. The intro sequence viewed by *PSM* at Tokyo Game Show certainly hinted at that much-hyped emotional depth currently lacking from PlayStation2 titles.

RPG fans won't be disappointed either. Likely to be re-titled as *Red* for its PAL release, *Ring Of Red* is a mech RPG reminiscent of Square's *Front Mission* series. Set in an alternate post-WWII reality, expect a blend of real-time strategy (battles are planned on a huge map) and explosive action. Elsewhere, *Reiselied* is one for RPG purists, with players battling up to 150 monsters while time constantly repeats itself.

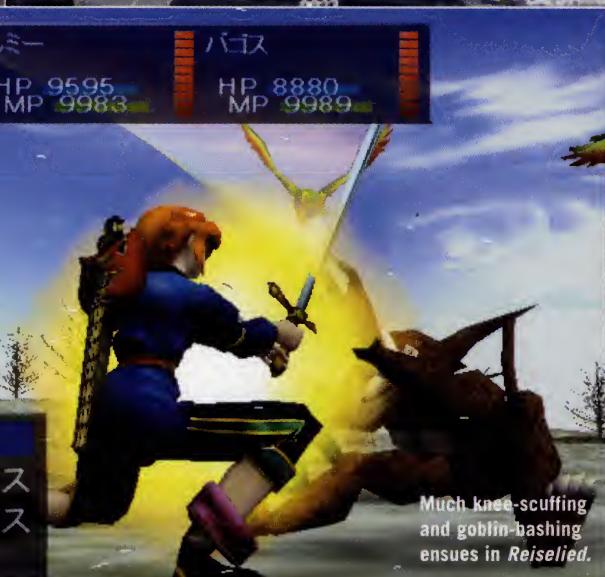
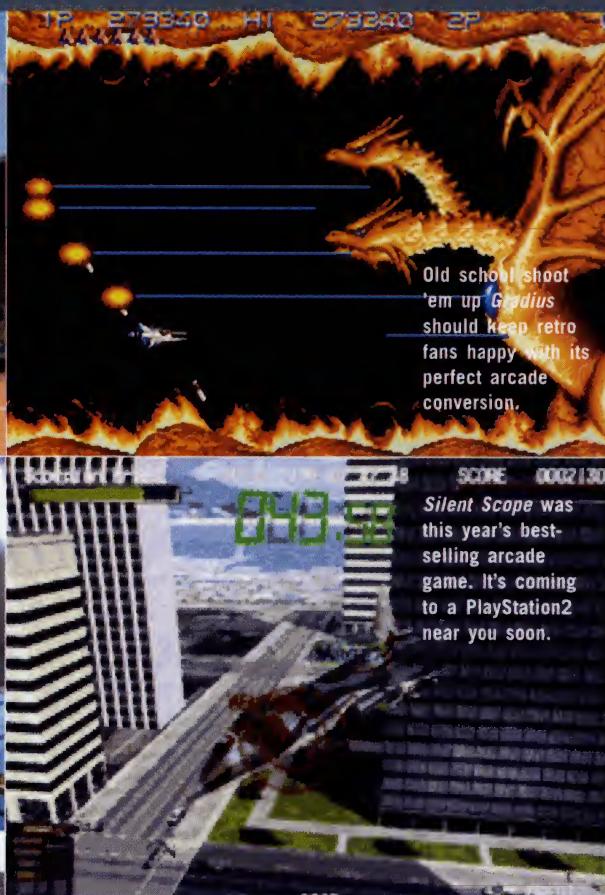
Oh, and then there's the little matter of having *Metal Gear* creator Hideo Kojima working on two huge new PS2 titles for Konami. Not only has the master got his hand on *Metal Gear 2*, he's also working on *ZOE: Zone Of The Enders*, a 3D mech/adventure. The central soldier character is helped by ADA, an intelligent on-board computer whose personality changes depending on how your character pilots his Orbital Frame mech-robot. *PSM* viewed footage of *ZOE*'s 3D mech-fighting at March's Tokyo Game Show which hinted at *Omega Boost/Panzer Dragoon* gameplay that, if blended with the depth of an adventure, could establish Hideo Kojima as the man yet again to watch on PlayStation2.

Let's hope Konami also releases *Drum Mania* here!





International Track & Field on PS2 is so realistic you can see the athletes' hair move. If they have any.



DR HOLLYWOOD IS KNOCKING ONCE AGAIN. LET THE MAN IN BEFORE THE NEMESIS GETS HIM.

Resident Evil 3 Nemesis

→ "The undead invite you to a house-warming party... IN HELL."

→ Director
John Carpenter

→ **The Plot**
Jill Valentine is sent to remote Raccoon City to investigate the mysterious Umbrella Corp. When Jill is attacked by a group of zombies, her Umbrella informant Carlos rescues her. But she's been bitten, and it's only a matter of time... Carlos must head back to the besieged city and retrieve the T-virus vaccine from Umbrella HQ. But he's forced to work with shifty police chief Irons and a couple of Umbrella scientists with dubious motives. He's also being hunted by a new strain of zombie – the Nemesis.

→ **The Pitch**
It's a *Night Of The Living Dead* for the 21st century!

→ **Green Light or Development Hell?**
Okay, it's fluff. But if anyone can do it, Carpenter can. Lopez could easily carry part of the story in flashback, and it'd be interesting to see spooky Steve work out his tricks in a lurid horror flick. Being venal and corrupt is hardly stretching Hopper's appeal and Sizemore and Neeson should click nicely. It's a fantasy cast, but give it a *From Dusk 'Til Dawn* sense of its own ridiculousness, and spend plenty of money on the FX for the Nemesis and it just... Might... Work. Oh, and hold the tension by not showing the monsters until it's really necessary.



→ **The Cast**

- 1 STARS ace Jill Valentine – Jennifer Lopez (*Out Of Sight*)
- 2 Umbrella turncoat Carlos Oliveira – Steve Buscemi (*Reservoir Dogs*)
- 3 Corrupt police chief Irons – Dennis Hopper (*Speed*)
- 4 Russian Umbrella good/bad guy Michael Vartan – Tom Sizemore (*Heat*)
- 5 Russian Umbrella good/bad guy Nicholai Zinoviev – Liam Neeson (*The Phantom Menace*)



WANTED!

"GREED IS GOOD" SAID GORDON GECHO, AND YOU KNOW, WE'RE BEGINNING TO AGREE WITH HIM...

After much office discussion we've decided to simply ask people to send us things. So send your gifts to: Wanted, Official PlayStation Magazine, 54 Park Street, Sydney NSW 1028. Anything is gratefully received, and we'll send out games as spot prizes for the most exciting items.

Top Ten Most Wanted

1. A smart shirt and tie from either Oxford Shop or Marcs.
2. The new *Bentley Rhythm Ace* album.
3. A random selection of microwave meals, chocolate bars, or heavily-salted snacks.
4. Some decent Nike running shoes in time for City to Surf.
5. A new stereo for the office.
6. Anything from Lost, the new label from Liquid Culture.
7. Levi's jeans (ring for sizes).
8. A table top Galaga machine.
9. Watches (any type).
10. Portable CD players. Or a mini disc player.



confidential

EXCLUSIVE WHISPERS FROM THE PLAYSTATION RUMOUR MILL - FOR YOUR EYES ONLY

Japanese developer KOEI is currently working on a new PS2 title going by the name of *Angelique Trois*. This is the latest in a series of dating-and-war simulations - an amazingly unlikely combination.

Given the recent media froth about PS2 technical hiccups, a Man In Japan has reported a rather unique bit of bother with his new boy-toy. Yuji Miyato bought his PS2 in a strange back-alley shop in Osaka. When he got it home and excitedly busted his copy of *Ridge Racer V* into the slot, a genie appeared and granted him three wishes! "It was believe unable!" says Miyato. "I look forward to stunning graphics and industry-leading frame rate and I get fat man with arm folded and big moustache and wisp for legs!" Sony refused to comment on the issue.

Good For The Soul

SOUL REAVER, FEAR EFFECT 2 AND TIME SPLINTERS FROM EIDOS

Eidos has unveiled a very healthy line-up of new PlayStation titles for release towards the end of the year. Expect *Legacy Of Kain: Soul Reaver II*, *Fear Effect: Retro Helix*, *F1 World Grand Prix 2000*, *102 Dalmatians* and *Sydney 2000*, plus the amazing PS2 title *Time Splinters*, created by none other than the *GoldenEye* team.

First things first. Crystal Dynamics' *Soul Reaver II* builds on last year's free-roaming horror-adventure by sending Raziel back in time to discover why his vampire clans were wiped out. Expect continuous streaming data with no loading times, improved spells, new enemies and real-time morphing between the realms.

Fear Effect: Retro Helix features a time line that precedes the critically acclaimed original. We'll discover exactly what brought Hana Tsu-Vachel, Royce Glas and Jakob Decourt together in the first place during the course of adventures in an alternate-reality Hong Kong, Hell's Kitchen in New York, the Walled City of Xian, and the lost tomb of the first emperor of China. Expect over 120

minutes of CG, an improved inventory system, over 60 kinds of enemy, hidden features and the chance to meet Rain's evil twin...

Meanwhile, Eidos has signed up car sim specialist Eutechnyx (*Le Mans 24 Hours*) to develop *F1 World Grand Prix 2000*. It promises all official teams and circuits, realistic AI, twin Arcade and Grand Prix modes, real-time collisions, blowouts, and pit strategies.

But the best news of all has got to be *Time Splinters* - a first-person shooter coded by ex-members of Rare's *GoldenEye* team, Free Radical Design. Expect four-way deathmatches (cooperative/competitive) in a shooter that's already up and running on PS2 at 60fps in split-screen. It's similar to online shooters *Quake III* and *Unreal Tournament* in that it will include Last Stand and Deathmatch modes. The game is set over different time periods and will feature baddies from all of them - the images PSM has seen show both pyramids and apocalyptic cityscapes, mummies and Borg-style robo-baddies.



Raziel is back, but then when you're one of the undead you're never really going to go away...

Sweet Sixteen

NEW LARA REVEALED

Eidos seems to change its Lara Croft model more often than EA releases *FIFA* games. But the latest Lara model, Lucy Clarkson, is a big surprise because she's just 16 years old.

Apparently it was Lucy Clarkson's father who first sensed the possibilities. "You'd make a great Lara Croft," he said to his daughter as he took in yet another media appearance by the world's number one cyber icon. A year later Eidos recognised that the model from Rotherham in Yorkshire had the requisite attitude, looks and - let's face it - physical dimensions to fill the star of the *Tomb Raider* series' famous boots.

Lucy's modelling career began when her mum entered her in an Elite Model Agency competition hosted by a national newspaper and a toothpaste manufacturer. With no prior experience at all, Lucy was named one of the 12 winners out of 16,000 wannabes.

It didn't take long for the work to pour in. As a tall, shapely girl Lucy became a favourite of maverick British designer Vivienne Westwood. She was also kept busy with lingerie and swimwear shoots.

For Lucy, the cash and the travel are the best facets of a modelling career. And the worst? "Without doubt, other models. They can be unbelievably bitchy. In all the time I've been working I've made friends with two of them. Mostly I prefer the men," she says.

In fact, one lucky male model is now Lucy's boyfriend. And, double bonus for him, he's a huge fan of *Tomb Raider*. "He's obsessed with games and loves Lara. Well, now he's got a Lara of his own!" she says. Whether Lucy will indulge his fantasies by donning the costume on her days off is another matter!

This month's Lara...

RETRO LOST TREASURES FROM THE VIDEOGAMING VAULTS

In 1980, long before Game Boy and in a golden age where kids played hopscotch and marbles instead of Pokémons, a Japanese playing card manufacturer called Nintendo released some little "Game & Watch" electronic toys onto an unsuspecting market. The little LCD screens featured very simple games, but their very portable size made them an instant hit. The first silver and gold Game and Watches like Ball, Flagman, Fire and Helmet were quickly followed up in 1981 with Wide Screen releases like Parachute, Octopus, Popeye, Mickey Mouse and Snoopy Tennis. In 1982, revolutionary Multi Screen units were introduced, with gems like Donkey Kong, Oil Panic and Greenhouse still fondly remembered today. In following years there were large Tabletop units, Panorama, Vs and Crystal Screen variations. All up there were 59 different models released, with the last made in 1991.

SEPARATED AT BIRTH



PEOPLE THAT MAKE YOU SCREAM, "HEY, ISN'T THAT...?"

NO4 FRIENDS FANTASY - COURTESY AND ZIDANE

C'mon, you can see it, can't you? Just give Zidane a black rinse, or slip a bit of peroxide into Courtney's shampoo and they're twins. The pointed, raised eyebrows and the wide blue eyes. The pinky, thin mouth and slim little nose. It's Courtney. Or is it Zidane? Okay, so the shaggy hairstyle is where Jennifer Aniston circa 1998, but our RPG hero is a dead ringer for Ms Cox. What a scream.

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orient express

Latest news from the streets of Tokyo...

Crisis? What Crisis?



Namco reveals new titles for PlayStation



The long-awaited sequel to *Time Crisis* is finally nearing completion and is set to be followed by a wealth of new titles for the original PlayStation. Following on from the Japanese success of *Ridge Racer V* and *Tekken Tag Tournament* (they've shipped 600,000 and 400,000 copies respectively), Namco has also announced plans for a number of new games for PlayStation2.

Demoed at PSM at Namco's Yokohama HQ outside Tokyo, *Time Crisis: Project Titan* sees one-man army Richard Miller on the wrong side of the law. Framed for a crime he did not commit, it's down to your skill with a G-Con to get Miller out of trouble. No

great step on from the original, *Project Titan* is due for a spring release now in this country.

An upside-down mix of *Tetris* and arcade classic *Dig Dug*, *Mr Driller* is a puzzler where your character Susumu Hori must drill deep into the earth by breaking blocks. Colour combinations cause blocks to fall and break up *Bust A Move*-style as Susumu must hunt out air pockets and avoid landslides. Namco has also announced *Ms Pac-Man Maze Madness*, the sequel to *Pac-Man World* (PSM 28, 8/10). Finally, *Tales Of Eternia*, the third game in Namco's RPG series, is looking better than ever thanks to a 3D make-over. A local release is yet to be confirmed.



Aconcagua

Developer: Sony
Japanese release: Out now
Local release: Not announced



Set on a mountain of the same name, the game opens with a spectacular plane crash, of which you are one of the survivors. It's only a matter of time before revolutionaries kidnap one of your fellow survivors. In addition to rescuing the hostage, you have to guide all the remaining passengers to safety. Similar in gameplay style to the likes of *Syphon Filter 2* and *Resident Evil*.

Tekken Tag Tournament

Developer: Namco
Japanese release: Out now
Local release: October



Tekken III with nicer graphics? Don't think so. Namco's latest not only introduces the element of tagging during bouts, but features more fighters, all with extra moves, multiple costumes and animation that has to be seen to be believed. Incredibly, *TTT* on PS2 looks even better than the arcade version, and there's even a bonus *Tekken Bowl* game to be earned. About as close to perfection as *PSM* has ever seen.

Dead Or Alive 2

Developer: Tecmo
Japanese release: Out now
Local release: Not announced



The original *Dead Or Alive* was best known for its curvaceous female fighters. The sequel, however, has a little more depth than that. *DOA2* features an awesome selection of gameplay options and some great interactive arenas. *DOA2* isn't in the same league as *TTT* as far as value for money goes, but it offers a very different beat 'em up experience, focusing on non-stop action.

ONLYINJAPAN

Densa de Go!

Almost too popular in Japan, Taito's *Densa de Go!* will be hitting PlayStation2 in Japan this winter. Taito is planning the ultimate train sim this time around, with CG quality graphics, real-time seasonal changes, countless different routes and inevitably, a zillion and one A-Trains to whiz about on at speeds in excess of 300kph. A phenomenon in Japan (but Japan only), this has as much chance of a local release as all those mah-jong games.



Sydney's rail system could do with a training sim...



Dengeki Charts*

Top 5 - Readers' Favourites

- | | | |
|---|-----------------------------|--------|
| 1 | Tekken Tag Tournament (PS2) | Namco |
| 2 | Vagrant Story | Square |
| 3 | Kessen (PS2) | Koei |
| 4 | Ridge Racer V (PS2) | Namco |
| 5 | Popolocrois Story II | Sony |

Top 5 - Sales

- | | | |
|---|-----------------------------|-------|
| 1 | Tekken Tag Tournament (PS2) | Namco |
| 2 | Ridge Racer V (PS2) | Namco |
| 3 | Dead Or Alive 2 (PS2) | Tecmo |
| 4 | Kessen (PS2) | Koei |
| 5 | Bass Landing 2 | ASCII |

Top 5 - Eagerly Awaited

- | | | |
|---|--------------------------|-----------|
| 1 | Final Fantasy IX | Square |
| 2 | Dragon Quest VII | Enix |
| 3 | Final Fantasy X | Square |
| 4 | Super Robot Taisen Alpha | Banpresto |
| 5 | Tales Of Eternia | Namco |

Charts supplied by Dengeki PlayStation, Japan's top-selling PlayStation magazine.

Otaku Youth

Just use your imagination...



It's all too easy to dismiss Japanese gamers as a nation of schoolgirl-fixated Mangaphiles who'd rather spend their lonely nights obsessing about mech restaurant management sims than the latest instalment of *Tekken*. "They're mad!" goes the cliché.

This is, of course, totally true – and utter rubbish. True, there are more than a few bizarre games (and gamers) out there, but what of it? Wouldn't you rather play *Fruity Squidman Vol 2* than *Aironauts* or *Cyber Tiger*? Exactly.

But beyond the dig-exotica we all like to take the mick out of exists pure genius. From *Final Fantasy* to *Metal Gear*, Japan's development crews are the ones taking gaming to new dimensions. Yes, the first batch of PS2 games are sequels, but in 12 months' time, Japan will once again be at the forefront of game design and you'll be thanking the Lord that they were brought up on saucy Manga and robo-dating games. "They're mad!" still goes the cliché. Smells like jealousy to me...





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Sam Young
[Animator]

Won \$20,000 as a
21 year old in '93 for
his published comic
books. "Apart from
the occasional lack
of inspiration,
I am happy to be
doing what I always
wanted to do."



Peter Clayton [Down Under Surf Tours]

Won \$20,000 in '99. "Surfing with Ben
(business partner) and a bus load of surf
enthusiasts every day and getting paid for
it is pretty good. If you've got to work, you
may as well enjoy it."



BYTES

Readers concerned that the number of games for PlayStation are going to dry up with the arrival of PlayStation2 should fear not. At its recent press conference at E3, Sony announced that there are currently 170 PlayStation titles in development for release before Christmas, with another 100-plus waiting in the wings for the early part of next year.

Human Head's spooky adventure *Rune* is expected to be arriving on PS2. The action-adventure title is based upon Norse mythology. Human Head is also working on the second game in the proposed *Blair Witch* trilogy that is being negotiated for a port onto PlayStation2.

Square is to begin testing its Play Online gaming network this Spring. It intends to start testing with the distribution of a playable *Final Fantasy X* demo, on both PC and PlayStation2, with online support ready to go. The game is due for full release in Japan mid-2001.

Ubi Soft is already working on the next *Rayman* title for PS2. It's described as *Rayman 2.5*. It'll have the same look and feel of *Rayman 2*, but with enhanced graphics, more sub-games, more non-player characters, advanced lighting effects and bigger levels.

GT Interactive in Australia has closed shop after merging with Ozisoft last month. Infogrames owns a 62 per cent stake in Ozisoft with an option to own 100 per cent in 2001, and after Infogrames bought GT in the US earlier in the year, a local merger was always on the cards.

Acclaim is to release *HBO Boxing*. The look and feel of HBO TV broadcasts will be recreated alongside real-life boxing venues and announcers. Acclaim plans to include 30 'past and present champions', but the majority of big-name boxers are already signed to EA. It is thought aging superchunk George Foreman will be heading HBO's pro pack.

Loving The Alien

THE FACE HUGGERS RESURRECTED

Any of the *Alien* films introduce Sigourney Weaver's nemesis as one of the most terrifying creatures you could ever not wish to meet. In the *Alien Resurrection* movie, scientists are attempting to control and breed this most ferocious of species, enjoying limited success until the inevitable happens and Hollywood's scariest space monster ever gets loose. Enjoying considerably more success controlling the aliens is Ben Tuszyński, senior producer of *Alien Resurrection* at Argonaut.

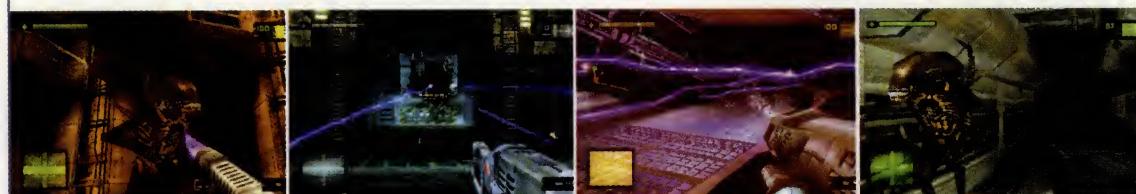
"*Alien Resurrection* is an attempt to create an environment that is reminiscent of all of the *Alien* movies, particularly *Resurrection*. It comes complete with the overwhelming terror that comes from such an iconic enemy, who could attack in many forms from any angle at any time," begins Ben inviting PSM to take the 90 per cent complete version for a spin. Within seconds, PSM is on-board the doomed USM Auriga surrounded by some of the best ambient sounds to grace the PlayStation.

Control is achieved using both of the analog sticks – one for

movement and one for looking around. As PSM negotiates the sparsely populated first level, it's immediately apparent that for the team at Argonaut this has been a labour of love. Steam rises from vents in the floor, water drips from the ceiling, but the minute you stop to admire these or any of the other gorgeous details that fill the levels, you just know that you'll be attacked from behind.

"These atmospheric effects help to create a world that is instantly familiar to any veteran of the movies," states Ben. There are 10 levels but each of these is made up of a number of large sections. "We have 79 sections in all and one level takes a minimum of two hours for the testers to play through."

Events in the game follow those of the film closely and you get to play four characters – Ripley, Call, Christie and DiStephano. Your main objectives are to destroy the clones, kill the alien queen and hunt down any newborn. Terrifyingly good.



"Steam rises from vents in the floor and water drips from the ceiling". No, not a tour of the PSM offices, this is *Alien Resurrection*.

BMX Bandits

NO, NOT NICOLE KIDMAN, IT'S MAT HOFFMAN



You'd have thought they'd be allowed a full size bike at their age...

Activision has unveiled *Mat Hoffman's Pro BMX*, a stunt bike game in the same mould as *Tony Hawk's Skateboarding*. Developed by Neversoft, *Pro BMX* utilises the now legendary *Tony Hawk*'s engine and features 10 times World BMX Champion Mat 'Condor' Hoffman – a gentleman who won every bike event he entered last year. Featuring 10 of the world's most radical bikers, the game sees you vying for champion BMX status through a range of real-world locations and nine types of level design. Naturally you've got the vert ramp events (huge half-pipes from which you can pull big air) and the signature moves of the riders themselves, but there's also the challenge of pulling tricks in street events, downhill racing and off-road freestyle. Mud will fly...

Each level has secret areas, sly shortcuts enabling you to get the jump on your opponent and loads of obstacles to trick off. Expect suicidal leaps aplenty, as well as the more traditional grabs, grinds and maybe even a bunny-hop or two. There'll also be replays showing off your best tricks, which should be something special if the effects we've seen are any yardstick. Choose from skids, water reflections, lighting effects and the obligatory face-grazing, collarbone-crunching wipeouts. Naturally there will be a number of multi-player levels, plus Trick Attack modes similar to *Tony Hawk's* racing events. There are also a couple of special modes. Mat's Vicious Vert Ramp Competition is a 60-second blast on a huge half-pipe and the Big A\$\$ Dirt Jump is a competition to see how many tricks you can pull off one jump. From the shots alone, *Mat Hoffman's Pro BMX* is looking wheelie good. (Sorry).

War Of The Mutants

SECOND X-MEN TITLE FROM ACTIVISION

Activision's *X-Men: Mutant Academy* is to be followed up by another game, *X-Men: Mutant Wars*. This 3D action-adventure, developed by Matrix Games, will see you taking on the role of Wolverine in a bid to save the world from a troupe of evil mutants led by arch villain, Magneto. The plot is taken from the upcoming *X-Men* film with *Star Trek's* Patrick Stewart as Professor X going head to head with Sir Ian McKellan who plays Magneto. Expect Storm, Rogue, Cyclops and all your fave mutie heroes to appear.

The X-Men are a team of mutants born with a chromosomal twist that gives them superhuman powers, including the ability to fly (Rogue), fire force beams from their eyes (Cyclops) and read people's minds (Jean Grey). Feared by the rest of humanity, the group of friendly mutants bond together under Xavier's tutelage to protect mankind from the machinations of Magneto and his merry band of bad guys, including Sabretooth and Mystique.

In the game you'll be playing mainly as Wolverine, but there's also the opportunity to switch between heroes to sample the full range of mutant powers, as well as honing your stealth skills. There are 12 levels to work through in your mission to rescue your fellow X-Men from Magneto's lair. Secret areas and hidden characters abound. The game is due to be released to coincide with the Bryan Singer-directed film, which will be out towards the end of the year.



The Uncanny X-Men: Almost as violent as English soccer fans.

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VMOES

CRASH BASH LOOKS FLASH

CRASH PROVES A VERSATILE BANDICOOT

Crash Bash is the next game featuring the world's coolest bandicoot like you've never seen him before! Crash returns with his mates (and foes) in this 3D arena-based battle game, which features an excellent four-player competition mode. You'll be able to ride, race, jump and battle it out with your mates. And armed with a MultiTap, *Crash Bash* will be the party game of the year!

Crash, Coco, Dingodile, Tiny, N. Cortex, N. Brio and a bunch of other hidden characters all feature. You won't need a packed lounge room to enjoy *Crash Bash* either, because Adventure mode has the familiar platformer characteristics of the single player *Crash* games that most gamers are used to.

With all the antics, animations, brilliant worlds and puzzles that Crash is renowned for, you won't want to let Crash's lastest bash pass you by.

Crash Bash is heading for a November release. Watch this space for more news in the coming months.



Not content with three platform games and a kart racer, Crash is now looking for a fight.



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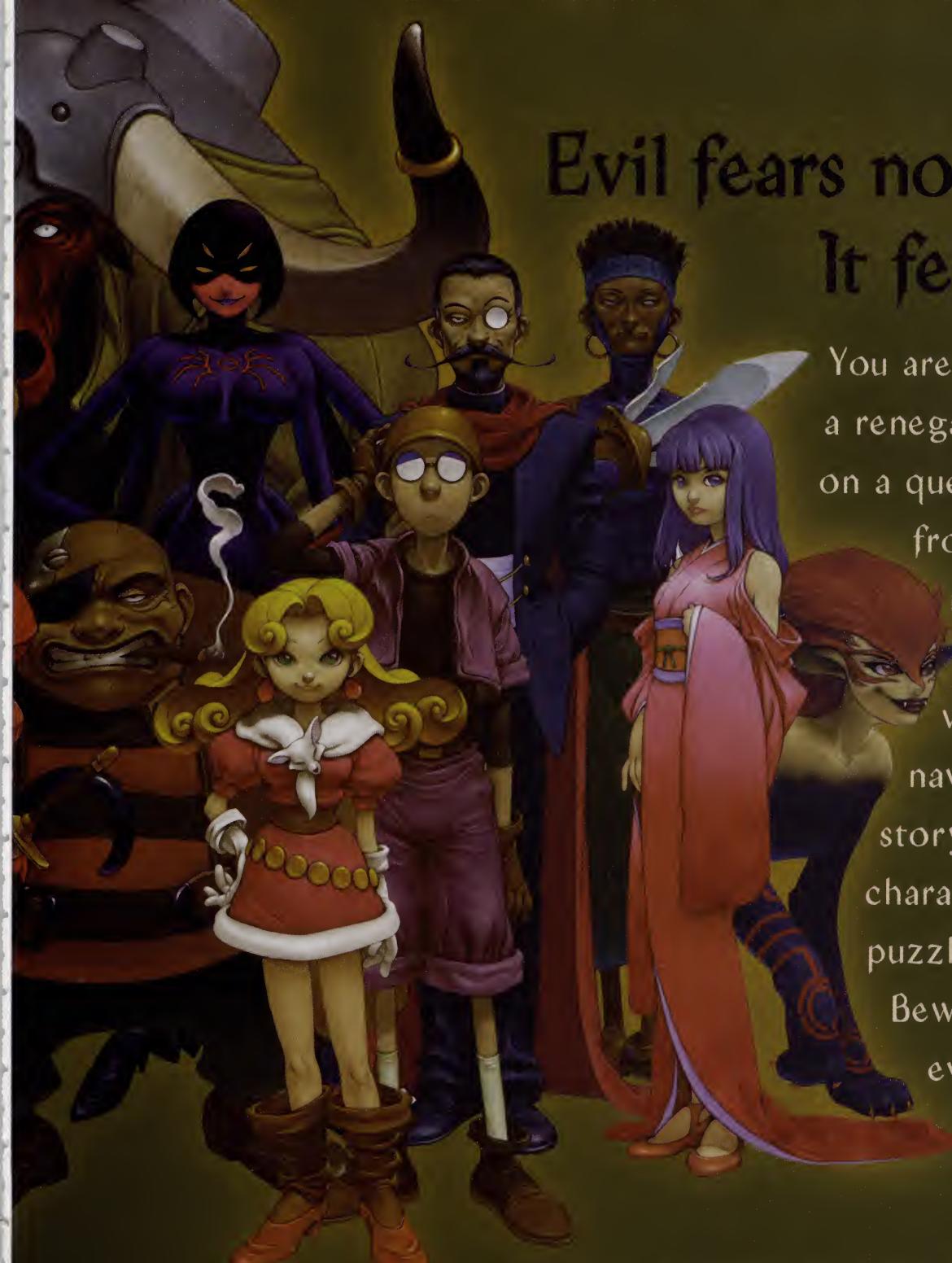
Swim, climb, and battle to solve hundreds of
action-based puzzles.



Unlock 10 mini-games to test your skill
and increase your stats.



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from the grip of a sinister
ruler. Through a land
of hidden danger you
wield your weapon,
navigating an intricate
story wrought with bizarre
characters, brain-twisting
puzzles and wild games.

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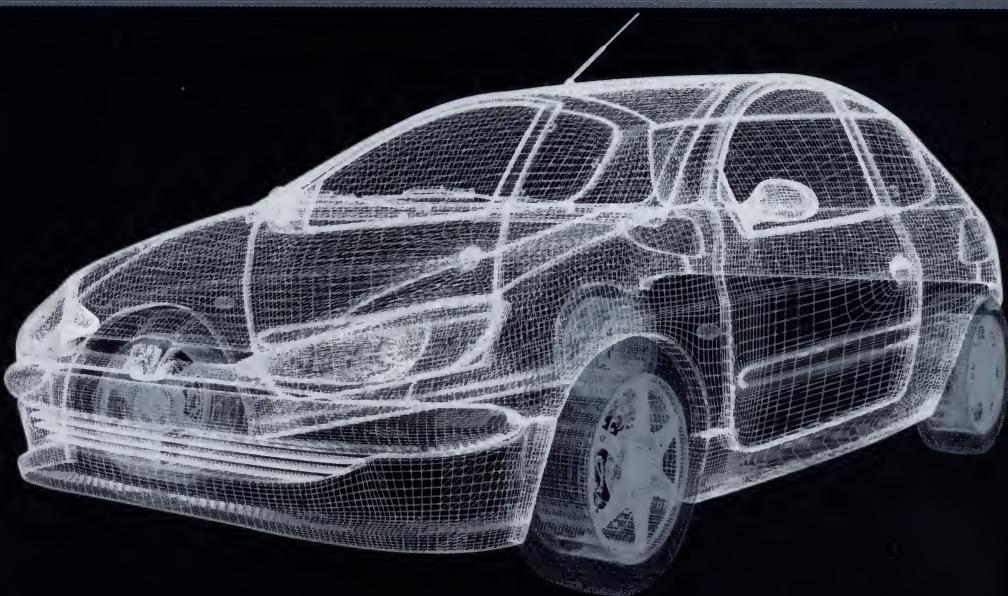
www.activision.com



WHERE'S THE PARTY?

With party frock at the ready, **Mike Wilcox** paints the town red and parties from dusk 'til dawn on his quest to find the best party game.

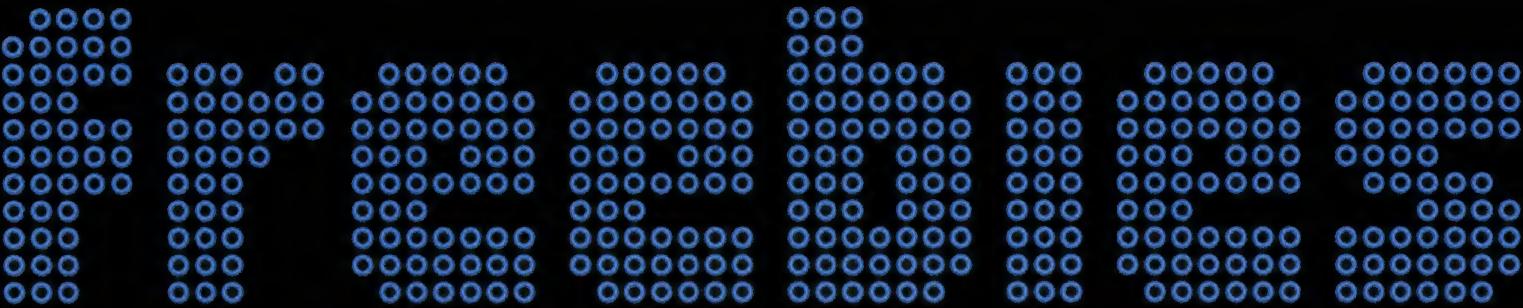
	GAMEPLAY	GRAPHICS	SOUND	MULTIPLAYER	LONG-TERM	OVERALL SCORE
CRASH TEAM RACING PlayStation	Drawing closely on the gameplay of <i>Mario Kart</i> , this game serves up some of the best fun you can have on four wheels. Offering just about everything you could ever want to do in a go-kart!	More of the same lush graphics and detailed textures we've come to expect from the Naughty Dog team, especially the small details such as facial expressions and comical subtleties.	As in previous Crash games, the music and sound effects convey a suitably cartoon-like feel, which works well in this madcap style of racing.	Four-player split-screen action doesn't come any faster than this, and there are plenty of racing options – cup circuits and battle modes – to keep your mates grinning from ear to ear.	The combination of brilliant multiplayer fun in a world full of tracks, trials and tribulations, plus a challenging adventure mode makes it a crime not to own.	45
BISHI BASHI SPECIAL PlayStation	This totally bizarre Japanese title brings players a series of around 100 of the zaniest and twisted mini games you could imagine.	Graphically, there's plenty of pace and variety, however, its 2D look never really peeks above average looking.	It's jam-packed with a collection of cliched arcade machine sounds plus even more oddities.	There's room for up to eight players via round robin style games. With some games over in less than 10 seconds, you have to be on your toes at all times.	With almost too many mini games to even remember the names of, the sheer variety will keep a small village of people content for weeks.	40
MICRO MANIACS PlayStation	Big thrills and miniature spills, this micro multiplayer racer sees players in control of a bunch of Manga misfits ready to run each other off their feet, literally.	A delicious mix of hi-res graphics and rich colours all blended into a collection of familiar surroundings that have been transformed into racetracks.	The game is riddled with an assortment of both cute and kooky cartoon sounds and voices, and the music won't have you up boogying...	A true benchmark in what multiplayer games are all about. Up to eight players can leave the starting line at once, making for some of the most frantic racing around.	This is sure to keep a party going well into the night, but once the last person has left and you're on your own, it's just not the same sort of fun anymore.	43
ANNA KURNIKOVA'S SMASH COURT TENNIS PlayStation	This is not the fastest ball game around, but it is simple to pick up and will still have you stretching and straining to get your player from one side of the court to the other.	Don't try to find the Anna look-a-like and you'll be fine. The odd assortment of anime style characters are crisp and cleanly designed against a large selection of hi-res backgrounds.	A catalogue of uninspiring Japanese pop tunes carry throughout, along with the standard tennis commentary call and tennis ball sound effects (what else were you expecting?).	With a MultiTap connected, doubles matches are not only possible but essential gameplay, and even the two-player mode will result in ongoing grudge matches.	The simple yet addictive gameplay makes for many hours of 'on court' time. A game that's not easy to put down for very long...	38
BUST A GROOVE PlayStation	This game takes the battles off the streets and straight onto the dance floor. Players duel it out in an effort to outperform their opponents with perfectly timed, complex dance moves.	The dancers are one of the finest examples of motion-captured movement in a videogame. The outfits and environments are both loud and colourful.	This game comes with the perfect party soundtrack. It features a variety of high quality tracks to suit most musical tastes, ranging from irritating to just plain irritating after a while.	This two-player affair sees you trying to steal the limelight from your opponent by pulling off funkier moves. However, it's often hard to tell if you're winning until the end of each round.	Both 'dancers' and onlookers will enjoy the initial thrill of this, however, there's something about 'Simon Says' that gives them a limited lifespan.	38
INTERNATIONAL TRACK & FIELD 2 PlayStation	Another Konami arcade adaptation for the PlayStation. This collection of 12 indoor and outdoor sporting events are set to test the athlete in you.	This is another fine example of motion capture at its best. What it lacks in fine detail, it more than makes up for in natural movement of the athletes.	Some of the sounds and voiceovers become repetitive. However, the combination of spectators, competitors and commentators do add certain realism to the game.	Do not play this game alone! Not because it's particularly dangerous, but because it's otherwise a bit dull. Instead, grab some mates and play it the way it was designed to be played.	If there was ever a game that had the potential to wear out your controller, this is it. Don't stop playing until your last thumb blister has popped.	37
WWF SMACKDOWN! PlayStation	For those that like their party games with more slap than tickle, this brings on the biff thick and fast. At last, a thinking person's wrestling game, if that's at all possible...	Wrestler likeness and movement to the real thing is commendable, however, the overall look suffers from slightly rough edges and low-res details.	Aside from the lashings of grunts, groans and body impacts, there's little else. The music is a dose of stale rock tracks, and there's not enough crowd or commentator involvement.	Four-player mode is pure mayhem and almost as much fun to watch as it is to play. Special moves and combos really give it the edge needed in this mode.	If you can get past the slightly dodgy control system, the create-a-hug and career modes help add plenty of playing hours to this enjoyable grapple.	39



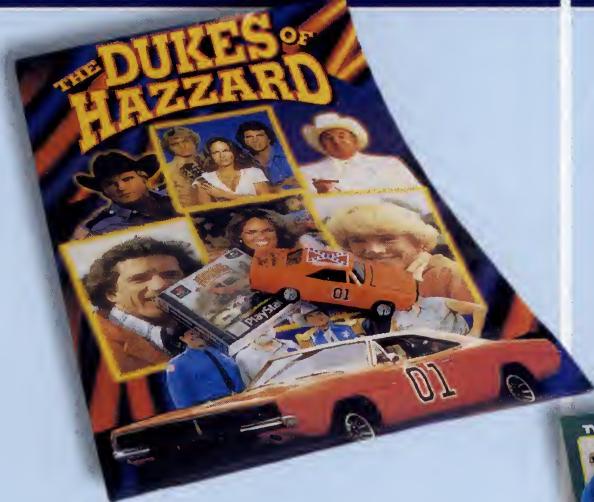
a ton of stuff

The PS2 may only be months away, but we can't forget that the original PlayStation has given us some stunning images over the years. Here's **Stuart Clarke's** tribute to the 100 best lookers.

- | | | | | |
|--|--|---|--|---|
| 01 <i>Final Fantasy VIII</i> : Some of the cut-scenes and spell animations are truly mind-blowing. | 20 <i>Resident Evil 3 Nemesis</i> : Jill Valentine is one of the best-looking characters ever! | 41 <i>Ape Escape</i> : Quirky, funky apes in inventive environments. | 63 <i>G-Police 2</i> : Stunning unlimited 3D movement. | 84 <i>Jumping Flash 2</i> : Amazing psychedelic effects and awesome outdoor levels. |
| 02 <i>Gran Turismo 2</i> : So realistic you almost get hurt in the crashes. | 21 <i>Dino Crisis</i> : Best dinosaur movement since <i>Jurassic Park</i> . | 42 <i>Crash Team Racing</i> : A bright, colourful and fast kart racer. | 64 <i>World Championship Snooker</i> : The balls are perfect. | 85 <i>RC Stunt Copter</i> : Stylish remote-controlled chopper action. |
| 03 <i>Gran Turismo</i> : The first game looked just as good. | 22 <i>Colin McRae Rally 2.0</i> : As real as virtual rally driving gets. | 43 <i>Speed Freaks</i> : Same as above. | 65 <i>Resident Evil 2</i> : Chills and shocks in the right places. | 86 <i>Xena: Warrior Princess</i> : Xena always looks pretty hot when fighting. |
| 04 <i>Rollcage Stage II</i> : If you don't want realism, this is the best-looking all-surfaces combat racer around! | 23 <i>V-Rally 2</i> : The visuals in this rally game are also top notch. | 44 <i>Crash Bandicoot 3: Warped</i> : The perfect platform game with seamless, humorous animation. | 66 <i>N-Gen Racing</i> : Supersonic speed has never looked this good. | 87 <i>International Track & Field 2</i> : superbly realised city. |
| 05 <i>Time Crisis</i> : It's the arcade shooting game classic reproduced in your lounge room. | 24 <i>Shane Warne Cricket '99</i> : All the PC, but still very special. | 45 <i>Shane Warne Cricket '99</i> : All the realism of the sport without the match fixing. | 67 <i>Warzone 2100</i> : The best-looking real-time strategy on PlayStation. | 88 <i>Duke Nukem: Time To Kill</i> : The best-looking athletics sim until the release of <i>Sydney 2000 Olympics</i> . |
| 06 <i>Wipeout 3</i> : The best of the futuristic anti-grav racers, this game takes you on a wild ride. | 25 <i>Cool Boarders 4</i> : Some great slopes and replays. | 46 <i>Fear Effect</i> : A case of style over substance, but it's nice style. | 68 <i>Need For Speed Porsche 2000</i> : Porsche fans are going to drool. | 89 <i>AFL '99</i> : The best recreation of Aussie Rules around (okay, so it's the only one!). |
| 07 <i>Abe's Oddyssee</i> : The talking, farting hero was funny but also looked great. | 26 <i>MTV Sports: Snowboarding</i> : Excellent replays and half-pipe trick section. | 47 <i>Tomb Raider</i> : Our first glimpse of Lara. | 69 <i>Need For Speed IV: High Stakes</i> : Fans of fast cars and police chases are likely to drool. | 90 <i>Apocalypse</i> : A truly excellent looking game. |
| 08 <i>Abe's Exodyssey</i> : The animated cut-scenes got better and better. | 27 <i>Metal Of Honor</i> : Great WWII scenes and lots of Nazi killing. | 48 <i>Tomb Raider 2</i> : Some costume changes to love her more. | 70 <i>Toy Story 2</i> : It's not quite up to the movie, but it's still pretty impressive. | 91 <i>Mission Impossible</i> : Just like being in the movie. |
| 09 <i>TOCA 2</i> : Stunning realism for touring car fans. | 28 <i>FIFA 2000</i> : The presentation remains unbeatable. | 49 <i>Tomb Raider 3</i> : Too much Lara just isn't enough. | 71 <i>Croc 2</i> : Almost cartoon-quality platformer. | 92 <i>Pac-Man World</i> : The hungry yellow head gets a great 3D makeover. |
| 10 <i>Tekken III</i> : The best one-on-one fighter on the PlayStation, and what an intro! | 29 <i>Metal Gear Solid</i> : Expansive environments and tiny finishing touches (like the guard's breath). | 50 <i>Tomb Raider: The Last Revelation</i> : The best Lara yet. | 72 <i>Legend Of Legaia</i> : Some truly awesome magic spells later in the game. | 93 <i>40 Winks</i> : This ignored platform game contains some sumptuous visuals. |
| 11 <i>Soul Blade</i> : Just like <i>Tekken III</i> , but with weapons – unbelievable intro, too. | 30 <i>Formula 1 '99</i> : Just like racing around in an F1 car. | 51 <i>Knockout Kings 2000</i> : All the sweat of boxing around the ring. | 73 <i>Broken Sword 2</i> : This point-and-clicker has some lavish environments. | 94 <i>Tomorrow Never Dies</i> : For the Bond movie intro cut-scene after the second level. |
| 12 <i>Colony Wars: Red Sun</i> : Brilliant cut-scenes and excellent outer space action. | 31 <i>Tony Hawk's Skateboarding</i> : Looks brilliant, plays even better! | 52 <i>Ready 2 Rumble Boxing</i> : Boxing with a sense of humour. | 74 <i>Fluid</i> : Tripped out visuals for your music. | 95 <i>Final Fantasy VII</i> : May have been superseded by <i>FFVIII</i> , but still very pretty. |
| 13 <i>Colony Wars</i> : The first <i>Colony Wars</i> was completely amazing for its time. | 32 <i>Tenchu</i> : Sneak 'em up action in dazzling environments. | 53 <i>NBA Live 2000</i> : Amazingly realistic basketball action and top presentation. | 75 <i>Baby Universe</i> : More tripped out eye candy. | 96 <i>Destruction Derby 2</i> : Gameplay wasn't the best, but for car carnage it can't be beaten. |
| 14 <i>Driver</i> : A cinematic feel for urban car chases. | 33 <i>Street Fighter Alpha 3: Street Fighter</i> : Never looked so good. | 54 <i>Carmageddon</i> : Best pedestrian carnage in a videogame. | 76 <i>Pong</i> : Just kidding! | 97 <i>Kula World</i> : Psychedelic fun with a beachball. |
| 15 <i>MediEvil 2</i> : Some excellent cut-scenes and impressive boss monsters. | 34 <i>Dead Or Alive</i> : For most astounding breast movement in a videogame. | 55 <i>Re-Volt</i> : Remote-controlled car racing is equally stylish. | 77 <i>Everybody's Golf 2</i> : The best golf game around has some very competent visuals. | 98 <i>Attack Of The Saucermen</i> : Ha ha, just joking again! |
| 16 <i>Ridge Racer Type 4</i> : Easily the best-looking <i>Ridge Racer</i> (until RRV on PS2 that is!). | 35 <i>Bushido Blade</i> : Not for the squeamish. | 56 <i>Ace Combat 3</i> : The best-looking flight sim for the PSX. | 78 <i>Everybody's Golf</i> : The characters in the first (much loved) game are classic. | 99 <i>Anna Kournikova's Smash Court Tennis</i> : Sorry, another joke, but it's brilliant fun. And Anna in those videos is hot! |
| 17 <i>PaRappa The Rapper</i> : A unique style. | 36 <i>R-Type Delta</i> : Old-style space shoot 'em up with great new-style graphics. | 57 <i>This Is Soccer</i> : Stunning visuals but rather confusing gameplay. | 79 <i>Triple Play 2000</i> : If you want to play baseball, this is it. | 100 <i>Die Hard Trilogy</i> : For the windscreen wipers that get the blood off. |
| 18 <i>Um Jammer Lammy</i> : The distinctive style returns. | 37 <i>Legacy Of Kain: Soul Reaver</i> : The two different worlds stunningly realised. | 58 <i>WWF SmackDown</i> : The best-looking wrestling game yet. | 80 <i>Space Invaders</i> : Nearly got you again, didn't I? | |
| 19 <i>Bust A Groove</i> : Great motion-captured dancing. | 38 <i>Syphon Filter 2</i> : Some truly excellent sections in Gabe Logan's second adventure. | 59 <i>Heart Of Darkness</i> : This French game was a triumph of visuals over gameplay. | 81 <i>Motor Toon Grand Prix 2</i> : Whacked out Japanese racing action. | |
| | 39 <i>Syphon Filter</i> : His first outing also had its moments. | 60 <i>Ghost In The Shell</i> : An anime movie brought to game form. | 82 <i>Doom</i> : Ahhh, brings back all those memories nicely! | |
| | 40 <i>The Phantom Menace</i> : Relive the movie in this cinematic game. | 61 <i>Micro Maniacs</i> : Who said that overhead views had to look bad? | 83 <i>Spice World</i> : Where else can you see the animated Spice Girls? | |



Hazzard County



The kind folks at Ubi Soft have given *PSM* this wicked *Dukes* prize pack to giveaway. We would love to keep it for ourselves, but alas, we're willing to part with it so that one lucky reader can re-live their childhood memories every day.

You'll get a huge *The Dukes Of Hazzard* poster that features all your favourite ol' stars, a copy of the game, and a model of the General Lee (scale 1:25) signed by none other than Ben Jones himself who played crazy Cooter Davenport! This prize is priceless!

To be eligible, you'll have to tell us the first names of the two Duke brothers that starred in the infamous show. Write your answers on the back of an envelope marked "Hazzardous Goodies".

DVD Mania!



Great Scott! Do we have a fantastic prize pack for you this month! This humongous prize will more than kick-start your DVD collection. Imagine, having a ready-made movie collection the second that you pull your PlayStation2 out of its box. You'll have the coolest lounge room ever!

First prize consists of 14 top-quality DVD flicks from Columbia TriStar including *Twins*, *Babe*, *Multiplicity*, *Adventures Of Elmo In Grouchland*, *Godzilla*, *The Swan Princess*, *Ghostbusters*, *The Flintstones* and *The Adventures Of Baron Munchausen*. Now that's what we call a *real* movie marathon!

Second prize winners will receive one of five wicked packs that consist of a copy of *Adventures Of Elmo In Grouchland*, plus a plush and cuddly Tickle Me Cookie Monster that cracks up whenever you squeeze it. Excellent stuff!

To be in the running just mark entries to "Columbia DVD" and tell us the two stars in the hit comedy *Twins* and the Australian actress who stars in *Babe*.



Steeling Beauty



PlayStation2 goodies are a rare commodity in this country already, but this PS2 notebook really is something else! *PSM* managed to get this stunning silver notebook into the country, which is sure to make your mates jealous when you pull it out to scrawl notes next time you're playing that epic adventure game, or even just to write down next week's shopping list! We also have a wicked PlayStation2 pen to compliment your new chic and sexy look...

This is the most highly prized stationery you're ever likely to come across, so get your entries in quickly! Entries should be marked "Book Worm" and you'll also need to tell us the date that the PlayStation2 will reach our shores.

In Ya' Face

Sick of hiring that tired old copy of *SmackDown* from your local video store every weekend? Here's your chance to pick yourself up a copy. We have three up for grabs and all you need to get one is tell us who the current WWF World Champion is. Mark entries to "Muscle Bound" and send to the usual address.



COMPETITION WINNERS

Resident Evil 3 Nemesis T-shirts:

Shane Richards (NSW), Robbie McGregor (NZ), Anna Hitchings (NSW), S.L. Wainwright (Qld), and Erica Hicks (NSW).

M. Harringer (WA), E. Forth (Tas), K. Scaife (SA), G. Antonowicz (NSW), and Mathew Horn (NSW).



MediEvil 2 Paperweights:

Mark Turner (WA), David Burbidge (SA), Nathan Wood (WA), Thomas Davis (Tas), and Lance Ward (WA).

Jake Panallo (NSW), Jake Davison (NSW), Tommy Archer (Qld), Elizabeth Thompson (NSW), and Robert Fellows (Tas).



Muppet RaceMania Packs:

Kris Lucas (Vic), Ryan Crawford (WA), and Joshua de Mamiel (WA).

A Bug's Life Packs:

Michael Lucas (Vic), Ryan Crawford (WA), and Joshua de Mamiel (WA).



PlayStation2 Competition: Brett Holland (NSW) — pictured above, far left — was the lucky winner to spend a day at *PSM* Towers. He gave the PS2 a thorough workout...

HOW TO ENTER

Send all entries to Official Australian PlayStation Magazine, PO Box 4089, Sydney NSW 1028. Please write all answers on the back of an envelope along with your name, address and phone number. Entries for all competitions close July 25 and winners will be published in the September 2000 issue of *PSM*. Good luck!

WIN!

A trip to the X-Games in San Francisco and the chance to win US\$10,000!

Everyone reckons they are a bit of a Burnquist when it comes to computerised skateboarding, so to find out just how good you are, we've got together with Activision to create the ultimate Tony Hawk competition. All you need do is play the *Tony Hawk's Pro Skater 2* demo on this month's demo disc.

At the end of the demo you'll receive a password. You can play the demo as many times as you want and once you've achieved the highest score you believe possible, enter your score and password on the Activision Web site (www.activision.com) along with your name and address. You can check out the scores of other entrants along with those lodged by THPS2's pros. Top scores will be posted online daily until July 28, 2000.

The highest scoring finalist will win a trip to the extreme sports X-Games in sun-bleached San Francisco where they

can compete for a whopping US\$20,000 prize pool. First prize is a pocket bulging US\$10,000 (around AU\$17,000!) and there's a chance to wave ya wad at the Birdman, Mr Tony Hawk, himself. Runners-up prizes will be awarded to the next nine highest scorers, but there'll also be a pro-celebrity face off, which will see the top gamer go head to head with Tony Hawk himself for US\$2,500 to be donated to charity Make A Wish Foundation.

Finalists will be announced online on August 3, 2000 and one winner from each of the competing countries (US, France, Germany, Australia/NZ, UK) will be invited to the X-Games (along with a guest, all expenses paid) to compete in the finals in San Francisco, California, between 17 and 20 August 2000. Keep your diary free!

* Activision's *Tony Hawk's Pro Skater 2* is out in September. Turn to page 110 for demo disc instructions.

Terms and Conditions

1. *Tony Hawk's Pro Skater 2* Big Score Contest ends August 20, 2000. Players will need to play the *Pro Skater 2* demo available with the July issue of Official PlayStation Magazine.

2. PRIZES - AUSTRALIA/NEW ZEALAND: Prizes will be awarded each week for seven weeks to the top three first-time entry scorers of the previous week in Australia/New Zealand as set out in the prizes list below:

QTY	ITEM	ITEM VALUE	TOTAL
3	Framed, signed Tony Hawk (1) posters	AU\$70.00	AU\$210.00
7	Birdhouse T-Shirts	AU\$40.00	AU\$280.00
42	Central Station Records CD (eg. 6 CDs kinds x 7 of each)	AU\$29.00	AU\$1,218.00
7	Quiksilver (Quikjean) vouchers	AU\$100.00	AU\$700.00
7	Adio (Hawk) footwear vouchers	AU\$100.00	AU\$700.00
7	Planet X CD Volume 1	AU\$29.95	AU\$209.65
7	Planet X Winter Edition Video	AU\$19.90	AU\$139.30
TOTAL PRIZE POOL VALUE:			AU\$3,456.95

For US, Canada, UK and Australia/New Zealand, the week of competition will be from midnight on Friday Pacific Standard Time (PST) to midnight PST time the following Friday until the end of the competition.

In each case, where more than one prize is awarded for a particular period, the highest value prize will be awarded to the highest first-time entry scorer of that week, the second highest value prize to the second highest first-time entry scorer and so on.

The approximate retail value of each prize is set out in the list of prizes.

FINALISTS PRIZES: For the 12 finalists (see Clause 3 below) a round trip airfare from (in the case of US/Canada entrants) the state/province the winner's home or (in the case of other entrants) the capital city nearest the winner's home, hotel accommodation and transportation to and from the event will be provided for themselves and their guest (average approximate retail value of the trip per finalist US\$2,250). Finalists must pay for all transfers in their country. No spending money or other expenses will be provided for. The winners of the final event will be awarded the following monetary amounts based on their rank after the competition:

RANK	PRIZE	RANK	PRIZE
1	US\$10,000	7	US\$500
2	US\$3,500	8	US\$500
3	US\$2,000	9	US\$300
4	US\$750	10	US\$300
5	US\$750	11	US\$200
6	US\$500	12	US\$200

Prizes are not exchangeable, transferable or redeemable for cash. In the event of the unavailability of the stated prizes, the sponsor reserves the right to substitute a prize of comparable value. Players must agree to abide by any restrictions in connection with the prizes.

3. WINNERS: On August 3rd, 2000 (PST) 12 finalists will be announced online who will go to the X-Games (accompanied by one guest or guardian) to compete in the finals in San Francisco, CA August 17-20th 2000. Eight of these finalists will be US or Canada entrants, with one finalist each from Australia/New Zealand (one winner will represent both), UK, France and Germany. Players must be available on these dates in order to be eligible to compete. If a competitor cannot make the finals then the winner with the next highest score will be selected. The 12 players will be notified of their qualification for the final in San Francisco by e-mail (if provided) and telephone. All other prize-winning players will not be notified by mail. Player's names will also be posted on the *Tony Hawk's Pro Skater 2* Big Score Competition Contest page. Return of any prize or prize notification may result in forfeiture of the prize. In the event of non-compliance by the winner, an alternative winner may be selected for the prize. Activision has the right to revise dates and procedures mentioned in these rules.

Major Prize: Prize drawn on Thursday, August 3rd 2000 – Overall winner is flown to X-Games in San Francisco to meet and play against Tony Hawk, competing for US\$20,000 in prizes.

Week 1-4 pack value AU\$463.85

Week 5-7 pack value AU\$533.85

4. ELIGIBILITY: Contest is subject to all federal, state and local laws and regulations and is void where prohibited, taxed or restricted by law. Contest is open to legal residents of the United States, Canada (excluding Quebec province), Australia/New Zealand, Germany, France and the United Kingdom only. Employees of Activision and their affiliates, subsidiaries, distributors, retailers and anyone involved with the design, production, execution or distribution of *Tony Hawk's Pro Skater 2* or related promotional materials and their families are not eligible.

5. GENERAL: All taxes, and other assessments are the sole responsibility of the winner. By submitting an entry, players agree to be bound by these Official Rules and accept that the contact so formed will be governed in all respects by the laws of the State of California, whose courts shall have exclusive jurisdiction in the event of any dispute regarding the application of these Official Rules or any aspect of the operation of the Contest. By entering, players also grant their permission to have their name, city, photograph and/or likeness used in any manner Activision deems appropriate for advertising, trade and/or promotional purposes without additional compensation, including without limitation posting their names on this Web site, unless prohibited by law. Activision, contest co-sponsors and prize providers, and their subsidiaries, affiliates, directors, officers, agents, representatives and employees assume no responsibility or liability for damages, losses, misfortune or injury, direct, incidental, consequential or otherwise resulting from the acceptance, possession or use of the prizes. All decisions of Activision on all matters relating to this promotion are final. Unclaimed prizes will not be awarded. If an individual winner does not claim their prize by August 31st, 2000, the prize will be forfeited back to the supplier. Prizes cannot be claimed after the contest has been completed.

Activision will not sell, trade, or rent entrants' personal information to others. Any personal information entrants provide will be used to communicate with participants about this event, about Activision's products and from time to time about other, third party products or services. Activision believes entrants would find of interest. The information will also be shared with Activision's partners in the holding of this Contest.

As required by certain countries' laws (including in France the law of January 6, 1978) entrants have the right to access, withdraw and correct personal data relating to them which is held by Activision. This right can be exercised by contacting Activision at Activision Inc., 3100 Ocean Park Boulevard, Santa Monica CA 90405 USA.

6. WINNERS' LIST: For a list of the winners, send a self-addressed, stamped envelope by September 30, 2000 to *Tony Hawk's Pro Skater 2* Big Score Competition Winners List, c/o Activision, 3100 Ocean Park Boulevard, Santa Monica CA 90405 USA.

7. The promoter is Activision, 3100 Ocean Park Boulevard, Santa Monica CA 90405 USA.
***Tony Hawk's Pro Skater 2* Big Score Competition.**

KILLING HEIDI

The Debut Album

reflector



Featuring the hit singles
"Live Without It", "Mascara" and "Weir"





FAQ

Got a question you just have to get the answer to? Join the club. Here's the top PSM queries of the month...

Q: Why don't you have more playable demos on the disc?

R. Sony has been concerned about the number of demo discs in the market and the impact on game sales, so has ensured that only official magazines now have demo discs and has put a limit on the number of games on each disc. We are now allowed a maximum of five playable games and five video clips on each demo disc. Be assured that we will continue to exclusively offer the very best PlayStation demos each and every month, and offer bonuses like our download section for readers.

Q: When will the PlayStation2 be released?

R. October 26. Start saving!

Q: Will developers keep making PlayStation games after PS2 is released?

R. Yes. At E3 Sony announced there is an incredible 170 PlayStation games in development for release before Christmas, and another 100 in development for release next year. Check out our sealed section starting on page 35 for more info.

Q: Will you be covering PS2 after the launch or releasing another magazine?

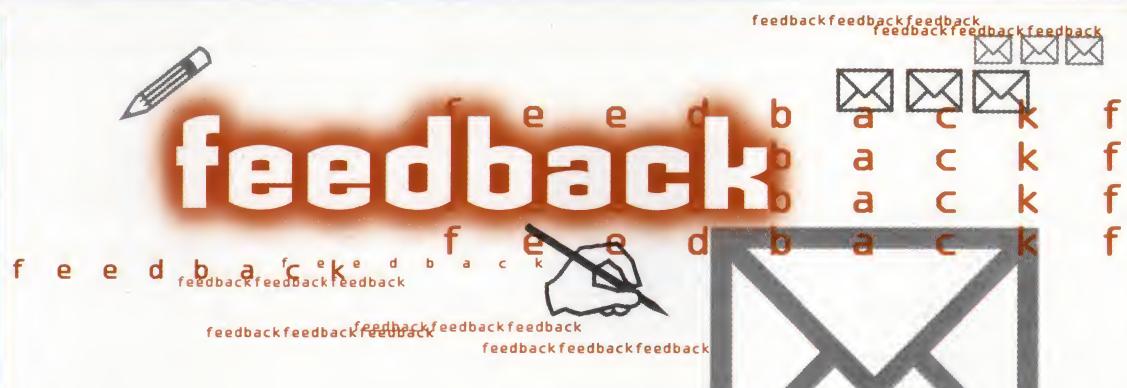
R. Please be patient. We are in negotiations with Sony and will be announcing our PS2 plans very soon. It's going to be incredibly exciting!

Q: What's the quality of PS2's DVD player like?

R. It's excellent, on par with mid-price standalone DVD players costing \$1000.

Q: Why didn't Sony include four controller ports with PS2?

R. Sony's research found that comparatively few videogamers actually play multiplayer games with two or three others, so the extra cost of including four controller slots wasn't warranted, especially when a MultiTap is an inexpensive purchase for those who do want to indulge.



Send your thoughts to: Feedback, Official PlayStation Magazine, GPO Box 4089, Sydney NSW 1028. Or e-mail playstation@acp.com.au



LOOKS LIKE KICKIE'S DUMMY
Spit last month was right on the money. Why is 8/10 for *SmackDown and Attitude* unfair? Even the most ardent wrestling fanatic must admit that we're still waiting for a wrestling game up to the standard of 10/10 beat 'em up *Tekken III*.

On A Mission

Firstly, congrats on a great mag! I have three friends (I actually have more than that...) that own and adore N64s. They would always criticise the good box (PSX) by saying the loading times are stupid, the games are generally crap etc. After many hours playing time with my friends on the PSX, they woke up to the brilliance of the PSX and utter shiteness of the N64. One of these friends has recently purchased a PlayStation, the other is intending to and the third enjoys the games and desperately wants one. So that's another three loyal PlayStation enthusiasts thanks to me.

Jason King, WA

Hallelujah! More souls saved. Seek and you shall

ring, knock and the door etc.
Make sure they also read the bible regularly.

Where're The Babes?

It was with great interest that I read in your magazine that the new *Duke Nukem* game *Planet Of The Babes* was to be released in June this year, as my son and I had such enjoyment with *Time To Kill* (the previous *Duke Nukem*). To our dismay, when we visited our local games store we were told that in fact it won't be available until September! Could you advise on this please?

Keep up the good work on your magazine, it is a great read!

Peter Timms via e-mail

change! we would rather the game was delayed than shipped with bugs or other problems. And also note that the game has changed names to *Duke Nukem: Land Of The Babes* because of legal issues with the new Fox game *Planet Of The Apes*.



Challenging Idea

Hi, I have an idea for your magazine! You should put the high score table from each month on the back page, then people can send in their times, see their name in the magazine and prove that they are the best. No prizes would be needed for beating the time after the month has gone.

Ben Wilkins via e-mail

Looking Backwards

I can't wait for the PS2 to hit our shores, but there are a ➤

GOOD
SHOUT

Hi PSM! While doing the state English competition, a section on hurricanes caught my eye. It said that two things effecting the weather to cause hurricanes are "El Nino and La Nina". Are your columnists Nino and Nina named after these?

Shay Varney, via e-mail

We don't think so, but they often cause a hurricane-like commotion in the office.





ask nina

Feeling lost on Planet PlayStation? Nina's got the directions...

Q. Hay Nina, can the PS2 really log onto the Internet?

Ross Wilkinson, NZ

A. It will once you add a modem. Sony will release a hard drive/cable modem package in 2001.

Q. 1. Have you ever given a perfect 10 for the It Should Be A Game comp?

2. Is Vagrant Story better than PPSVIR?

3. In PSM 34 you had the best rally games. You said that Colin McRae Rally 2.0 was the best with 46, Colin McRae Rally with 41 and U-Rally 2 with 39 points out of 50. How could that be possible when you gave U-Rally 2 10/10 and only gave Colin McRae Rally 2.0 8/10?

4. Will there ever be a PlayStation festival in Australia?

Donny, Vic

A. 1. No, not yet, but keep the ideas coming!

2. It's very, very good and probably a matter of taste, although most will prefer PPSVIR.

3. U-Rally 2 was released over a year ago and the bar has been raised since it was released, most notably by Gran Turismo 2. We felt Colin McRae Rally 2.0 didn't deserve a 10 because of GT2.

4. It's doubtful there will ever be a PlayStation Festival here; we just don't have the population.

Q. Do you know where we're able to get another copy of Hula World? Ours was recently stolen! Him and Jef Lock, Qld

A. I suggest you try your local pawn shop! You'll probably also find your telly, microwave and lounge suite there, too! Hula World has been deleted by Sony, so your best bet is to look in second-hand stores.



► few things that I am concerned about.

First of all, I have read that you can use old PlayStation games and peripherals on the new machine. Will this mean that you can only use your V3 steering wheel with old games, or can you hoon about GT 2000 or Ridge Racer V with it? The same question goes for the G-Con – will Namco continue supporting it on PS2, or will they bring out a new gun?

And finally, I rented out Resident Evil Survivor – it was a really good idea, but it seemed just a tad rushed (considering I read rumours of it coming to Australia in April's PSM). It could have been brilliant, but it just wasn't. So is Capcom considering another go at the shooting genre or not?

Thank you for your time.
Daniel John, Qld

All peripherals will work with PlayStation games, but as for PS2 titles, the developer will have to include support for the peripheral. It's pretty safe to assume widespread support for the G-Con and V3. We were a little disappointed with *Survivor*, too, and currently there's no news on another Capcom shooter.

What If?

What if Sony could make PlayStation covers with pictures on them (like Nokia does for its mobile phones)? We could take our grey cover off and replace it with a PlayStation cover with pictures on it. (Of course, this would void our warranty, so instead of doing it ourselves we could send them to Sony with our choice of cover so that they could replace them). Imagine, we could have a picture of an ape munching on a banana while playing *Ape Escape*, or a cover of a disembowelled half-dead zombie while you take on a group of zombies in *Resident Evil 2*. They could also come in a range of colours including a see-

through cover. Well, that's my idea. Hope you like it.
Mohamed Bouobeid, NSW

Reality Shock

Firstly, I would like to comment on your great mag – it rocks.

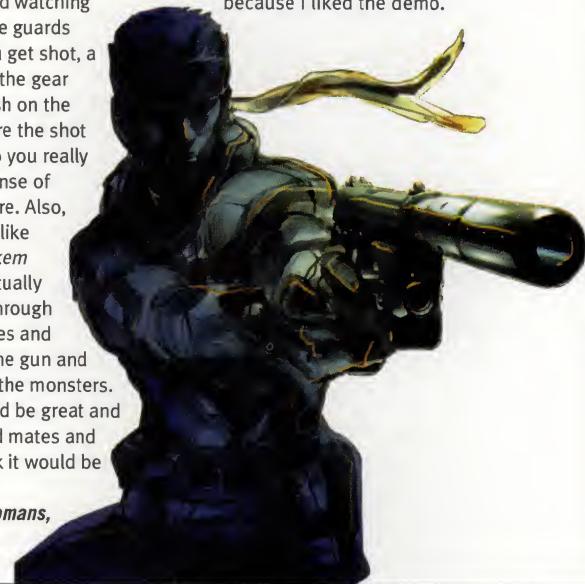
I think it would be a great idea if Sony made a virtual reality headset and games for the PlayStation2. This would be awesome because in games like *Metal Gear Solid* you're actually sneaking around watching out for the guards and if you get shot, a device in the gear could push on the area where the shot hit you so you really have a sense of being there. Also, in games like *Duke Nukem* you're actually looking through Dukes eyes and holding the gun and shooting the monsters. This would be great and I've asked mates and they think it would be the best.

David Yeomans, WA

We think the idea of VR has come and gone. Most headsets made users feel sicker than being on a Qantas flight to Hong Kong.

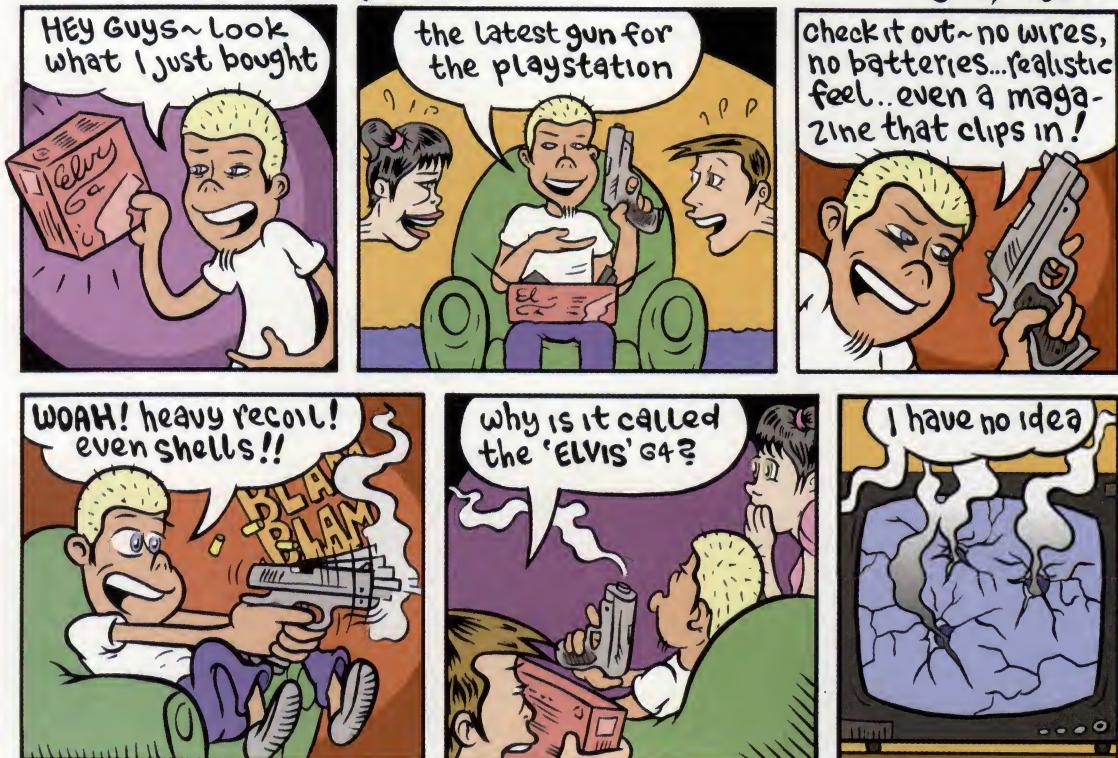
Demo-lition

I thought that I would write to tell you that although a demo may give you a taste of a game before its release, I would rather trust a review than a demo. For example, I thought that *Ridge Racer 4* would be a good game because I liked the demo.



THE JOY PAD

by Anton





However, after buying the game I realised that it was terrible. I hated it. The opposite occurred with *Gran Turismo*. I hated the demo but when I hired the game about a month ago I realised how great it is. Now I want to purchase it and *Gran Turismo 2*. *Ape Escape* is an excellent game, the review said so and I wanted it, but I played the demo and thought it was terrible. I purchased it anyway and it is excellent. Again, a different view of what I thought from the demo.

Tara Holland, address not supplied



Mod Con

Mod chips will stuff up your PlayStation! I was foolish enough to get one... And although I can still play imported games, the mod chip is known to 'burn out'. By this I mean fizz and stuff your PSX up within weeks. Ever since I got one installed, my PlayStation has gone downhill, even to the point where I can only play games on certain days. It was in perfect working order before and it frustrates me to see people stuffing up

such a good investment in entertainment.

Jaysen Hellis via e-mail

You can't say we didn't warn you...

Short And...

Hey guys. Great job with the mag, I really love what you print each month. Well, that's all.

Matt Davies via e-mail

Chip Chat

I'm writing to say I understand your stand on piracy, but I'm also writing to say that your magazine and many others are misleading readers into believing that copied games and chipping PlayStations is wrong and illegal.

It's not illegal to own a CD burner/writer for the purpose of copying games, but on the condition that you own the original and only make one copy for your own use to save damage to the original. This is known as a back-up copy. You can't sell the original or the copy – both must stay together.

It's not illegal to "chip" your PlayStation as the chip is needed to make the back-up copies work, as well as original overseas games that sometimes turn up in Australia.

However, these chips do void

OFF CUE

Several screenshots in PSM 35's 6/10 *Jimmy White's 2: Cueball* review were actually from the superior 8/10 game *World Championship Snooker*, also reviewed last month. Apologies to our readers and game distributor Ozisoft for the error. Those responsible have been beaten and flogged.



your PlayStation's warranty. But remember, it's illegal to buy or sell copied games, make more than one copy (unless the first is destroyed) or make a copy and sell the original. You must own both the original and the copy.

On a parting note I would like to say that I understand Sony's policy on piracy, but its "coded" games makes it hard to legally make back-up copies.

Zeke, address not supplied

But why would you really want to make "back-up" copies? We rarely come across discs that won't work anymore, and the office copies of games like *ISS Pro Evolution*, *Smash Court* and *GT2* really get some serious punishment. If you don't pirate games, good on you, but why are you protesting so much? You should be applauding Sony for doing everything it can to shut down pirates and keep game prices

down rather than trying to make it easier for pirates.

Master Skater

I've been playing *Tony Hawk* for months and I've learned everything to the point where it's starting to get boring. My friends don't like playing against me because I always win. In PSM 30 you had a guide for *Tony Hawk* and it said become a master like Richie Young. I think he's bluffing. I would like to play him in a game of *Tony* or is he too chicken?

Lloyd Kikok via e-mail

Richie says you're all talk. Where were you on our *Tony Hawk* high score table in PSM 33? PSM is thinking about taking to the streets for regular tournaments. Let us know if you're keen.



ask nina

Q. You should hold a PlayStation competition. People could gather at a venue and battle it out with each other every Saturday or Sunday. Is my idea realistic or just plain stupid?

Ben Wilkins via e-mail

R. It's a good idea, but difficult to organise. Thankfully, PS2's online capabilities mean you'll soon be able to play against opponents from around the world.

Q. I have a bit of a problem... Due to a broken ankle I have three to four weeks off school sitting at home on the couch. I have borrowed *Syphon Filter 2* from a friend and it took me six days to finish it, and *Medal of Honor* is getting old. So I need a worthwhile game to keep me occupied for the next three weeks. Any suggestions? I'm thinking *Music 2000*. I eagerly await your reply.

Crompton via e-mail

R. Sorry to hear about your broken ankle. *Music 2000* will certainly keep you busy for a long time – it's superb. And *Final Fantasy VIII* or *Gran Turismo 2* are guaranteed to keep you playing for weeks and weeks!

Q. 1. Have you seen or played a demo of *Munch's Oddyssee*? Is it as good as it looks?

2. I really like *Spider-Man* and I would like to know if the game is really good or just okay? And when is it coming out?

3. When talking to Revolution Software about *In Cold Blood*, was there any hint of *Broken Sword 3*?

Justin Bootock, NSW

R. 1. Yes, it is.

2. *Spider-Man* is looking fantastic and should be out within the next few months.

3. There's talk of *Broken Sword 3* for PS2.



I need to let off a little steam. Firstly, you! In VS the other month you reviewed *Tony Hawk Skateboarding*'s and *Thrasher Skate & Destroy* and said *Tony Hawk* was better! Better my arse. *Thrasher* is the most realistic skating sim ever. Being a skater, I should know. *Tony*'s is not realistic at all, as if you are going to do a kickflip+smith grind+impossible+crooked grind+360 flip+5-0 grind+etc+etc in real life! To me realism is the most important thing in a game as long as it plays good.

Secondly, EA Sports shame on you. You said that you weren't going to make a Rugby League game because the market is too small. If you remember way back in 1996 you released *ARL*

RAGE AGAINST THE MACHINE



96 on the PC – an excellent game, in fact. It went Platinum in less than a year and to this day it still sells, and the European League mode lets Poms play with their teams. The market is small... Hah! Why didn't they say that about *AFL 99*? Only Aussies would have bought that game. The main reason *Jonah Lomu* sold well was not because it is a Union game, but because it was like Rugby League. The Rugby League market is huge all over the world!

Thirdly, retro sucks. Why anyone would buy *Pong*, *Asteroids*, *Space Invaders* or *Caterpillar* is beyond me. And finally, *War Of The Worlds* is only ever going to be bought by oldies with record players.

Very Mad Max, via e-mail

BACK ISSUES



JANUARY '00 - #30

Disc contents - *Gran Turismo 2*, *FIFA 2000*, *Crash Team Racing*, *NBA 2000*, *Rainbow Six*, *Jade Cocoon*, *Pong*, *This Is Soccer*, *Atariland Compilation* video.



FEBRUARY '00 - #31

Disc contents - *Toy Story 2*, *MTV Sports: Snowboarding*, *V-Rally 2*, *Sled Storm*, *Centipede*, *Pac-Man World*, *Worms Armageddon*, *NHL Championship 2000*, *Gran Turismo 2* video, *Space Debris* video, *Ace Combat 3* video, download cheats.



MARCH '00 - #32

Disc contents - *Music 2000*, *Action Man: Mission Xtreme*, *F1 '99*, *Ace Combat 3: Electrosphere*, *Eagle One: Harrier Attack*, *Colony Wars: Red Sun* video, *Team Buddies* video, *Gran Turismo 2* video, *Micro Maniacs* video, *YYJ* utility.



APRIL '00 - #33

Disc contents - *Rollcage Stage II*, *Le Mans 24 Hours*, *Colony Wars: Red Sun*, *Space Debris*, *Demolition Racer* video, *MediEvil 2* video, *Cool Boarders 4* video, *Ghoul Panic* video, *Grandia* video, download cheats.



MAY '00 - #34

Disc contents - *Micro Maniacs*, *Demolition Racer*, *Player Manager 2000*, *Pro Pinball: Fantastic Journey*, *Renegade Racers*, *Syphon Filter 2* video, *Radikal Bikers* video, *WWF SmackDown* video, *Colony Wars: Red Sun* video, *N-Gen Racing* video, download cheats.



JUNE '00 - #35

Disc contents - *MediEvil 2*, *Urban Chaos*, *Everybody's Golf 2*, *WWF SmackDown*, *UEFA Champions League: Season 99/00*, *Colin McRae Rally 2.0* video, *World Touring Cars* video, *Muppet RaceMania* video, *Spider-Man* video, *Star Ixiom* video.



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LA CONFIDENTIAL

Richie Young and Steve Polak donned trenchcoats and dusted their magnifying glasses in preparation to go undercover at E3 2000 in Los Angeles and bring you this exclusive report on every single PlayStation and PlayStation2 game at the show (even the ones behind closed doors!). Airport customs got nasty and lives were almost lost, but they still managed to deliver the classified information on the games line-up for 2000-2001.



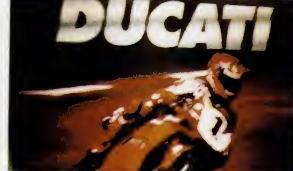
PlayStation Games

The Grinch
(October 2000/Konami)



Based on the popular Dr Seuss children's book, *The Grinch* took up plenty of floor space with its prominent display. Featuring quirky humour, the game is a third-person, non-violent adventure, with plenty of ways to progress. Shaping up to be a fun adventure.

Ducati
(Summer 2000/Attention To Detail)



Italian motorbike passion! The best thing about this game is the range of bikes on offer. If you've never felt the air in your hair on the real thing, hop onto one of the Ducati beasts in this game and fly like the wind. It's not the most amazing bike simulation to date, but definitely one for two-wheel pundits.

Bass Landing 2
(Summer 2000/Agetec)



More options, more fish and even your tackle box has grown! With 480 lures, 280 rods, 60 reels and 10 fishing lines, the gameplay can't be beat (for a fishing game), and you won't get eaten alive by sandflies. Then again, you won't get a seafood buffet either...

Raycrisis
(Spring 2000/Working Designs)



An intergalactic shoot 'em up with heaps of explosions and weaponry. Believe us, this is nothing to get too excited over. Despite the game's spectacular effects, it was one of the dodgiest titles at E3.

PlayStation's massive presence at E3 only confirmed that it is the best console to develop for and own, and with the untapped potential of the PlayStation2, only more exciting times lie ahead.

Sixty titles were unveiled for the PlayStation2, and an astonishing 100 for the original console going into its sixth year. Furthermore, there are currently 208 licensed PlayStation2 software publishers around the world that have over 270 games in development.

The number of huge titles being released this

year is mind-boggling. For starters, how's this for a line-up: *Tony Hawk's Pro Skater 2*, *Final Fantasy IX*, *Spyro 3*, *Chase The Express* and *Dino Crisis 2*? And the next generation PS2 console is looking even better with games like *Wipeout Fusion* and *Munch's Oddsee* in development.

As well as showcasing the star players at this year's E3, we take a brief look at the stinkers of the expo, as well as exclusive interviews with some of the world's top games producers.

So wipe that drool running down your moosh and get those eyeballs rolling...

Vanguard Bandits (July 2000/Working Designs)



Anim characters battle it out! You can duke it out till your face goes blue in *Vanguard Bandits*, but you will be bored silly before you know it. It lacks the finishing moves, responsiveness and collision detection for a truly brilliant game.

Mort and Chicken (November 2000/Crave)



Despite being quite an early version, this quirky platform adventure was enjoyable to play and had heaps of cool little puzzles and games in a barnyard setting. Funny gags in a fairly smooth free-roaming 3D environment.

Tigger's Hunny Hunt (September 2000/Newkidco)



The developer reckons this game will be 'tiggerific'. We hope that it will be, too, but we've got our doubts. The graphics were on the blocky side. You do get to help Tigger find enough honey for a bash around at his place, though.

Disney's Aladdin in Nasira's Revenge (September 2000/Sony)



Aladdin stars in this action-platformer that has plenty of Disney-isms to keep you smiling forever, or throw up in sickness (depends on your stomach). The graphics and colours are impressively smooth, but it lacks a little in the gameplay department.

Ms Pac-Man Maze Madness (October 2000/Namco)



Sixteen stages, three bonus round mini-games, a boss round and a secret boss round await. Ms Pac-Man is 19 this year and her new game is a 3D adventure that's jam-packed with mazes and puzzles. It looks good, but typical of a *Pac-Man* relaunch from the giants at Namco.

Woody Woodpecker Racing (October 2000/Konami)



That nutty bird has gotten behind the wheel. *Crash Team Racing* has certainly spawned interest in the 'cutesy' racer genre, and this game is another of the many now in development. Woody will feature many different modes, including a quest mode. Sounds like *Chocobo Racing* to us, and hopefully it will be as good.

Nightmare Creatures 2 (July 2000/Konami)



The heroine in this game is Herbert Wallace who has to get away from mad scientist Dr Crowley. Set in the 1930s in Paris, the combat is much more polished than the original, with zombie crunching combos, 20 different monsters to knock off and spell attacks.

Dragon Seek (November 2000/Newkidco)



Another Newkidco development. Dragon fun for the kiddies, you search out your dragon pals to earn bonus stuff like sing-a-longs. The great storybook feature lets you re-live highlights from your adventure.

The Jungle Book: Rhythm and Groove (October 2000/Disney)



There's still a lot of uncertainty whether this one will make a local release, but it's basically a dance 'em up much in the same style as *Dance Dance Revolution*. A dance mat comes with the game so you can dance in the jungle with a bunch of wild animals.

Cool Boarders 2001 (November 2000/Sony)



Don't let the title fool you. This is *Cool Boarders 5*. They say it has "all-new mountains and courses" and there has been talk about new features, but we thought it played pretty much the same, really...

Galaga: Destination Earth (September 2000/Hasbro)



The 'dynamic interactive backgrounds' that are meant to 'take you to new levels of fun' already signals warning bells for *PSM*. We like *Galaga's* intergalactic plot, but its 3D graphics don't feature anything innovative to take this dated game to new heights.

Breakout (October 2000/Hasbro)



Pong disguised under a new name. In fact, the same team made it! Thankfully the levels are more interesting and funny and the gameplay is more enjoyable than last year's re-vamped version of *Pong*.

Spider-Man (August 2000/Activision)



With massive freedom in its virtual city environments, *Spider-Man* is set to take 3D games to even greater heights! Web slinging from building to building is fantastic fun and shooting web balls at your foes adds to the excellent gameplay.

The Mummy (November 2000/Konami)



The movie may have come and gone but this game is looking very captivating indeed. Many of the locations from the movie have been reproduced, there are lots of tricks and traps to overcome, and many shambling mounds encased in bandages to deal with. This is one game where your mummy won't save you.

Sesame Street Sports (October 2000/Newkidco)



This is sport, *Sesame Street* style! Steer Grover on his unicycle and guide Elmo through town on his roller blades, while Ernie rides the rapids in his bathtub and Telly hits the snow in his saucer. Unless you can count your eye on one hand, though, you'll quickly get bored.

Tom & Jerry In House Trap (October 2000/Newkidco)

That legendary cat and mouse duo are finally starring in their own game. You get to play against a mate in two-player mode playing as the characters themselves. Even Spike (the bulldog) makes an appearance. Not as comic as the cartoon itself, though.

102 Dalmatians (November 2000/Eidos)



The number of popular movie-related games is really starting to get out of hand. This effort sees you battling the evil Cruella De Ville, her henchmen Horace and Jasper, and her robotic pet kidnapping toys. The game is a 3D adventure and features voiceovers from the movie.

Buzz Lightyear of Star Command (September 2000/Activision)



The star of *Toy Story* is now the subject of a new animated series called *Star Command*. This 3D adventure is based on the series as opposed to the movie, but the early version on show was glitchy and had a less than smooth frame rate. It should develop into a fairly decent play.

Crash Bash (November 2000/Sony)



This game takes on a new slant of Crash and his gang. This is a battle game, with many similarities to wrestling games. Multiplayer mode and cool manoeuvres make for a frantic and funny blast with mates.

Disney's The Emperor's New Groove (November 2000/Sony)



This one-player adventure provides plenty of variety with all the puzzles and action on offer. It's based on the forthcoming animated movie that will be released around Christmas. The Inca environments look excellent.

Grind Session (June 2000/Sony)



This baby has all the right ingredients for a wicked skate game, but it simply doesn't have the game engine and physics to topple Tony Hawk off his throne. A cool soundtrack, a band of top pros and real skate sponsors are the highlight, though.

NCAA Final Four 2001 (November 2000/989 Studios)



Another b-ball from the 989 team, but this one's based on the popular and similarly competitive college circuit. It does play differently to *Shootout 2001*, but unfortunately it's not quite as good as its older brother.

MegaMan Legends 2 (September 2000/Capcom)



A 3D adventure with the ever adept Megaman is a good idea in anyone's language, and this next extension of the series is looking mighty fine.

Dino Crisis 2 (October 2000/Capcom)



Apparently this sequel will be even scarier than the first! The level that we saw looked much the same as the first game, but there is now a second playable character called Dylan, and there are more weapons and dinosaurs to keep you occupied. It will be bigger than Godzilla!

Chase The Express (August 2000/Activision)



This has been looking promising for quite some time and what we saw at E3 didn't disappoint. It's espionage with a twist, as you play a lone NATO soldier on a high-speed train travelling from Russia to Paris. Military game freaks and casual players will love this action-adventure.

The Legend Of Dragoon (June 2000/Sony)



This is one RPG that will be simply amazing and certainly one of the best games that will emerge this year. After three years in development, and the team consisting of 100 people, this has to be good!

NCAA Gamebreaker 2001 (August 2000/989 Studios)



If you understand the rules and strategies of gridiron, then some of the PlayStation versions offer good fun. *Gamebreaker* is another college version of this sport and features excellent motion captures and big hits.

Danger Girl (August 2000/THQ)



This one-player adventure plays in a third-person perspective, and has a load of wicked artillery and a nifty radar system. It was only 75 per cent complete at E3, but the graphics appeared smooth, with plenty of character definition. Three cute playable characters and 14 massive levels are sure to hold your interest.

Kurt Warner's Arena Football Unleashed (July 2000/Midway)



Midway's NFL effort is a decent play, but nothing spectacular. It's endorsed by superstar quarterback Kurt Warner, has 17 teams and stadiums, and some excellent huge hits.

Tony Hawk's Pro Skater 2 (Spring 2000/Activision)



The Birdman is back, and this sequel is already shaping up to be even more fun than the original. See page 40 for more details.

MLB 2001 (April 2000/989 Studios)



Short of having real playable characters, *MLB 2001* has real stadiums and commentators. Baseball games aren't always hugely popular in our part of the world, however, it did look and play very well.

NBA Shootout 2001 (November 2000/989 Studios)



This won't top EA's premier b-ball *NBA Live 2000*. It has all the NBA characters but it doesn't match the character models or gameplay of *Live*. A good effort and cool-looking dunks, though.

NHL Faceoff 2001 (September 2000/989 Studios)



Ice hockey is one of the most brutal sports out there, and that's why we like being able to walk around afterwards after a round on our grey boxes. This looks and plays as good as anything we've seen so far. NHL fans, watch out!

MegaMan X5 (November 2000/Capcom)



This futuristic little bloke has almost been around for as long as any character in the history of videogames. This time you'll have to save Earth with the help of your robot, Zero. The levels have heaps of routes, and power-ups and weapons are aplenty.

Ready 2 Rumble Boxing: Round 2 (November 2000/Midway)



This sequel features none other than Shaquille O'Neal as one of the fighters. Many of the original fighters also make a return, and even though the game looked like it was very early in its development cycle, it was fun to chuck haymakers at the LA Laker power forward and not fear real retribution.

Mortal Kombat: Special Forces (July 2000/Midway)



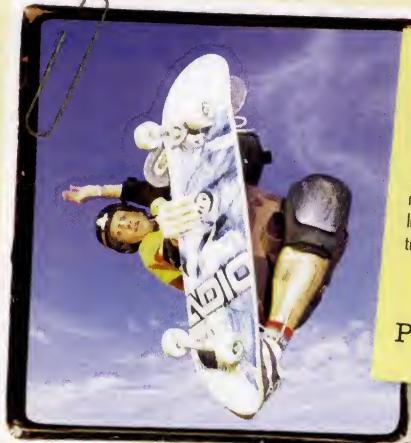
Mortal Kombat isn't the edgy fighter it used to be. This version has a storyline and 3D levels for greater exploration. *Special Forces* still has that mortal gore, but there's nothing special about it...

X-Men: Mutant Academy (August 2000/Activision)



All your favourite X-Men feature in this game that's slated to be released simultaneously with the movie. It is basically a 3D beat 'em up in the same ilk as *Tekken*, but alas, without the masterful speed and controls that makes *Tekken* so amazing.

most wanted



Tony Hawk's Pro Skater 2
(Spring 2000/Activision)

A very slick control system, and the addition of manually controlled grinds that lets you string together longer stunt sequences makes this game a title not to miss when it is released later this year.

PSX



Spyro 3: Year of the Dragon
(November 2000/Sony)

Looking even better than the first two popular games in the series, Spyro was probably one of the platformers to beat this year, and you will love it when it finally lands.

PSX



Final Fantasy IX
(November 2000/Square)

The final filing for this massive game on the original PlayStation is looking brilliant. Go and check out our massive *Final Fantasy IX* preview starting on page 52!

PSX



Wipeout Fusion
(February 2001/Sony)

When you want to talk about speed, *Fusion* will be unbeatable. The power of the PS2 effortlessly churns out the masses of polygons and allows for some super-slick motion and detail on the tracks. There are now 48 new anti-gravity craft, too, and they're capable of racing upside-down! The tracks are also less limiting and confined as they are wider.

PS2



Oddworld: Munch's Oddysee
(November 2000/Oddworld Inhabitants)

This quirky adventure, with its vending machines, herbal tea and odd creatures, is looking so damn interesting, it is hard not to start salivating now.

PS2



Metal Gear Solid 2
(Spring 2001/Konami)

This demo was the most popular at the show by far even though all the punters could see was a prerecorded video snippet that was played every half-hour to massive assembled crowds! The visuals were very impressive (even if they looked like they may not have all been drawn in real-time), and the new monsters were huge!

PS2



Gran Turismo 2000
(January 2001/Polyphony Digital)

Hoops of the world start praying that the GT lads will deliver this awesome looking game in January. C'mon Polyphony, get it out the door faster than a 357 Chevy!

PS2

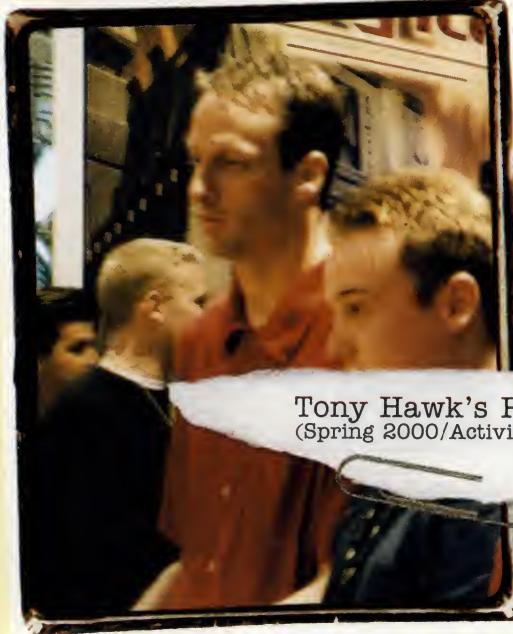


Unreal Tournament
(November 2000/Infogrames)

One of the most popular 3D shooters on the PC looks like reaching an even wider audience as it becomes one of the first networkable games on the PS2. Gotta love that!

PS2

TO THE EXTREME



Tony Hawk's Pro Skater 2
(Spring 2000/Activision)

At just six years of age, the Neversoft development team is still a baby in the videogame industry. And with 25 staff, it's a tiny baby at that!

Comparably, they can't match it with Japan's gaming giants in terms of history, but that's not even a slight reflection of their expertise. Last year saw them spawn one of the biggest hits of the year with *Tony Hawk's Skateboarding*, and they've got a top-notch portfolio ready to unleash come summertime.

Mat Hoffman's Pro BMX and *Tony Hawk's Pro Skater 2* (both based on the same game engine) particularly impressed at this year's E3.

Tony was on hand for a personal demo of his new game and to point out the major changes. *PSM* also hooked up

with Mat to chat about his game, along with fellow pro-rider Mike Escamilla and *Pro BMX* producer Brian Bright.

When you talk about *THPS2*, though, the thing everybody wants to know is how well it stacks up against the original. Certainly there are more tricks and linking them is the most rewarding way to score. It's a more challenging experience overall, with a greater emphasis on rider balance and manuals, and it also includes new spectacular 'ail' sequences.

The host of new options lends it to being a stronger title, and every level that *PSM* has played so far puts it over the top! Check out this month's demo and prepare to build yourself an awesome skate park!

Sharing the fantastic engine from *Tony Hawk's Skateboarding* is *Mat Hoffman's Pro BMX*. With new enhancements being made to suit the sport of BMX by

RuneCraft, and with data being calculated with seven collision points on the bike (*Tony Hawk's Skateboarding* has just one), Mat Hoffman's game plays impressively representative of BMXing.

Hoffman has been ranked as the best rider in the world, and both he and fellow playable character Mike Escamilla had input into the game's design. They provided video footage and ensured accuracy with their practical expertise on the technicalities of the tricks and equipment.

Neversoft producer Brian Bright told *PSM*, "We'd show Mat and Mike the builds and then they'd come in and say, 'Well, this trick doesn't really look right. Can't we try this or this...,' and that kind of input is priceless for a game."

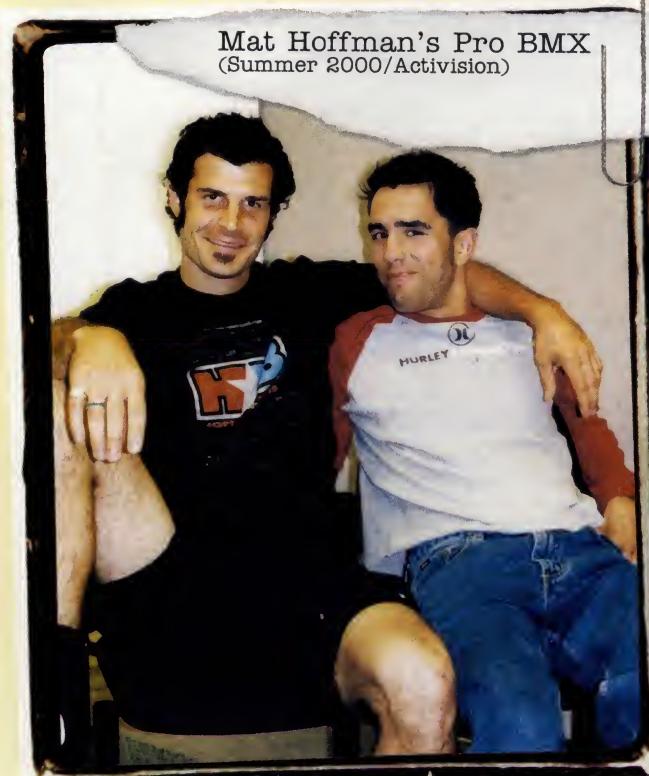
The boys are outwardly confident of the quality of their



game, too. "I've seen other bike games and this game blows it away. Those games don't even feel right and I've been playing for a long time. Ours plays so cool. And that's coming from me, a bike rider, and I've always been totally into videogames. I know that bike riders will be right into this!" Mike said.

"It can be dangerous, though! I'll be playing a game in my office and just two doors away is the park. So I finish up playing and go for a ride, and I have illusions of grandeur that I can do some of the things that I can pull in the game! But the consequences are a little bit rougher when you fall onto concrete!" added Mat.

We're glad that they like their new games and that they can laugh in the face of excruciating pain. And we're also glad that they're looking so damn cool, too...



Mat Hoffman's Pro BMX
(Summer 2000/Activision)



X-Men: Mutant Wars (Spring 2000/Activision)



For the most part, this 3D action-adventure sees you playing as Wolverine and leading a band of other X-Men. You are able to switch between X-Men during particular stages, though the battles demonstrated at E3 looked disappointing. A true treat for X-Men fans either way.

Titan A.E. (September 2000/Fox Interactive)



Based on the movie of the same name, this one lies somewhere between totally crap game from big-movie license to a very good one. The graphics are decent and the gameplay is based around the plot of the movie. The A.E. bit stands for After Earth, by the way.

Deuce (November 2000/Midway)



Easily the best thing about Deuce is its storyline and characters. Set in medieval times, Deuce is a lowly ranked playing card, the two of hearts. A 3D role-playing platform game, Deuce is able to engage in combat as he works his way through the ranks of combatants to become a knight. Very promising, and advances on to becoming a knight. Very promising.

Digimon World (Spring 2000/Bandai)



Basically a Pokémon rip-off, this game shares most of the same premises and characteristics as Nintendo's baby. You know, there are trainers and Digimon and the ability to 'digivolve'. There are 80 different Digimon, but that's not enough to convince us.

The World Is Not Enough (Summer 2000/EA)



Boy, is this game impressive. With lots of cool gadgets from the Bond arsenal, some really nice looking environments, and lots of vehicles to play with, it looks like later in the year is not soon enough for this game, which promises to beat the indifferent sequel easily.

TENCHU 2 (August 2000/Activision)



Just like movies, videogames are now treating prequels as a big thing. Chronologically, *Tenchu 2* is actually set before the original. Again, it's a third person slash 'em up, but plays smoother and even has a mission editor level. Much more solid than the original game.

Rampage Through Time (Spring 2000/Midway)



Those three biohazarded monsters Lizzy, Ralph and George are back again to face the evil Doctor Scum. Even though it has new features, it doesn't look much different to the previous *Rampage* games. Tedium.

Sno Cross Championship Racing (October 2000/Crave)



Snowmobiles in racing games are fast becoming flavour of the month. This latest one from E3 showed smooth and fast graphics and the responsiveness of the sleds was accurate and quick. There are Yamaha machines with real damage and an arsenal of tricks to unleash. Looks fun.

Digimon World 2 (Summer 2000/Bandai)



This is the sequel to *Digimon World*, but it will take the form of an RPG. It is looking far more interesting than *Digimon World* and will have a more intriguing storyline and addictive nature to get us all hooked. There'll be even more Digimon in this one, and you'll be able to combine them to create new digital monsters.

Medal Of Honor Underground (Spring 2000/EA)



One of the stronger-looking games at E3, this is the next chapter in the WWII series. Quite an in-depth game, you play as a young soldier in the French Resistance. There are heaps of weapons and tanks to use as you make your way across Europe and North Africa.

Star Trek Invasion (September 2000/Activision)



This is set to be the first *Star Trek* game available for the PlayStation. *Invasion* is a space-blaster shoot 'em up, though without the special intrigue of a *Star Trek* plot. The storyline is tied together by cinematic battles, and the squadron AI looks well addressed, too.

Mat Hoffman's Pro BMX (Summer 2000/Activision)



Just one of many BMX games coming to PlayStation, but it looks to be the best. See page 40 for more details.

Muppet Monster Adventure (Summer 2000/Midway)



The Muppets are set for a big Halloween this year! Hermit's nephew Robin is the star here. Robin heads out on a spooky journey to rescue Hermit and some of his Muppet mates after they've been transformed into monstrous versions of themselves! Colourful and smooth, *Monster Adventure* is impressive.

Ultimate Fighting Championship (November 2000/Crave)



UFC is amongst the most brutal fighting leagues in the world. It's a full contact sport that many deem too violent and this is its official game. Sounds cool, right? Well, it looks quite good but is a little slow and unresponsive for our liking.

Countdown Vampires (Spring 2000/Bandai)



Galerians (July 2000/Crave)



Galerians' publisher claims that this is the first "psycho survival adventure". The graphics look superb and the game plot is refreshing. Over three discs, you can expect to use your mind to use pyrokinesis (to flame enemies) or telekinesis (to levitate and freeze stuff). Futuristic and mildly psycho. Looks pretty cool!

Gundam Wing: The Battle Master (February 2001/Bandai)



Seeing that this fighting game has characters from the hit show *Gundam Wing* (have you heard of it?), it's unlikely that we'll get this baby. Don't fret, though, it's very much on the dodgy side.

NCAA Football 2001 (Spring 2000/EA)



EA has long complimented itself as being the best sports game maker on the planet. We agree that they usually look the best, but gameplay is often disappointing. This gridiron game, though, boasts quick and responsive controls.

Rock 'Em Sock 'Em Robots (Summer 2000/Mattel)



This beat 'em up is set in the future and all the characters are robots! The 3D graphics look quite decent, and some of the multi-hit combos can be pretty devastating. But we still reckon Gunjack from *Tekken III* would wipe the floor with all of them.

Alone In The Dark: The New Nightmare (November 2000/Infogrames)



This spooky game takes the *Resident Evil* genre to new heights. Indeed it is more correct to note that the original *Alone In The Dark* (PC) inspired *Resident Evil* and not the other way round. Either way, this game, with its superb use of shadow and what we can't see to scare us, is looking very interesting indeed.

Koudelka (TBC/Infogrames)



Wanting to be *Resident Evil* so bad it hurts, this game actually looks promising. You control a young girl named Koudelka and wander about a dark-evil-zombie-infested-mansion. Hopefully the game will be more than just a *Resi* clone.

Power Strike Pro Beach Volleyball (September 2000/Infogrames)



Volleyball games haven't exactly been numerous on the PlayStation, but at least Infogrames is looking to make sure that even if there isn't quantity, there is quality. *Power Strike Pro Beach Volleyball* sees you kicking sand in the other team's face as you serve for the set and strike your way to a win.

Vanishing Point (July 2000/Acclaim)



This is arcade racing with real-life models from some of the world's top car manufacturers. There are 30 licensed cars all up, including Ford and prestige manufacturers like BMW and Lotus.

Torneko: The Last Hope (Spring 2000/Enix)



From the creator of the popular *Dragon Ball* series, some brilliant animations were on display at E3, which no doubt can be largely attributed to the 130 individually hand-drawn monsters! You'll be able to explore dungeons in this RPG-style game and there are 150 weapons to collect and master. Promising.

Animorphs: Shattered Reality (Spring 2000/Infogrames)



It is no surprise that *Animorphs* is an action game. As you play (as either Jake, Rachel, Marco or Cassie from the series) you must fight to track down pieces of the shattered Time Matrix Crystal. This game featured some nice 'morphing' animations...

Looney Tunes: Bugs Bunny and Taz Time Busters (TBC/Infogrames)



This oddball platformer sees you controlling Looney Tunes characters Tazmanian Devil and Bugs Bunny as you travel in time to save Daffy Duck who has stupidly gotten lost and trapped.

Parasite Eve 2 (September 2000/Square)



With an improved combat system and more flexibility, this sequel to the evocative but flawed original looks interesting, although it was hard to get into on the crowded show floor.

Strider 2 (July 2000/Capcom)



Already released in Japan, *Strider 2* has controls to make any gamer melt. It's an action-scrolling platformer spanning two CDs and it is the prequel to the original *Strider* game. Gameplay focuses largely on fighting, delivering a mix of both 2D and 3D gameplay.

Bust-A-Groove 2 (Spring 2000/Enix)



More of the same funky beats from the *Bust A Groove* gang. Get set to boogie to new tracks and beats with 18 playable characters. All your favourite characters will return but at the end of the day, there's nothing really new on offer. We still say, get down and boogie!

Driver 2 (November 2000/Infogrames)



Driver 2 sees you returning as Tanner the expert 'wheelman'. Major changes include curved roads and a much higher level of detail. This time the game has a Latin-American feel as you drive around the streets of cities like Rio, whilst hunting down and taking out notorious bad guy Alvaro Vesquez.

Looney Tunes Racing (TBC/Infogrames)



Another game to get on-board the *Crash Team Racing/Mario Kart* bandwagon, *Looney Tunes Racing* looks reasonably quick, is full of lots of colourful characters from the Looney Tunes world, and is extremely easy to pick up and play. This game was very popular with show-goers.

Legend Of Mana (Summer 2000/Square)



Finally a new instalment of the brilliant *Mana* series. The visuals in this game aren't very impressive, but you can bet that Square's trademark in-depth gameplay is there in abundance.

World Touring Cars (September 2000/Codemasters)



A very cool looking evolution of the *TODA 2* concept. The game even features the Bathurst track! See page 43 for more details.

Valkyrie Profile (Summer 2000/Enix)



This is shaping up to be a solid and in-depth RPG with different endings and in-play variety. The hand-painted graphics and animations are another highlight. Spanning two discs, RPG fans can look forward to this.

Golden Tee Golf (TBC/Infogrames)



In theory, golf seems like a simple game, doesn't it? So why is it that golf games are so hard to make? Infogrames reckons it has finally got the golf ball's physics down pat. We still don't think it plays that realistically, but the graphics over the 12 courses are a credit.

Looney Tunes Sheep, Dog 'N Wolf (TBC/Infogrames)



Boasting lots of puzzle gameplay, you control Ralph the wolf as you try and outwit Sam the sheepdog and pinch his sheep. The visuals are true to the cartoon, and the game features lots of silly moments like a character suspended in mid air before falling to their doom.

HBO Boxing (October 2000/Acclaim)



Channel HBO has had some considerable success in the US with its late night boxing program (our spies even watched a few bouts to tackle the hustle and bustle of the show floor). The game based on the series looks promising, although it will need a mean right hook if it is to KO *Knockout Kings*.

Mike Tyson Boxing (October 2000/Codemasters)



Not that difficult to like with all the glitz and glam of a real-life bout. Mike's in there, of course, along with 100 other fictional fighters. There are two power bars and nice rewards for defending well. It's been a (very) long time in the making, but it should be worth it.

Runabout 2 (Spring 2000/Hot B USA)



With similarities to *Driver*, *Need For Speed* and *Gran Turismo*, the driving engine and physics aren't crash hot, but there are 31 different machines (cars, trucks, bikes etc) to get about in. You're a secret agent who must complete different missions to progress. But it sounds better than it plays.

World Touring Cars

(September 2000/Codemasters)



Those horsepower-loving maniacs at Codemasters are putting the final touches on their next big bitumen racing game *World Touring Cars*.

The game is very much based on the impressive *TOCA 2* technologies, with more attention paid to car speed, greater numbers of cars on the track at the same time, and even more spectacular panel damage when you have collisions.

World Touring Cars also has a local flavour, as one of the tracks featured in the game is

our own miraculous mountain, Bathurst. The game lets you zoom around the Adelaide 500 street circuit, as well as a number of popular touring car tracks from around the globe, including Europe, North America and Japan.

WTC showcases over 40 popular powerful cars from manufacturers like Peugeot, Toyota, Renault, Volvo and Nissan. The game also includes real-time vehicle damage (which changes your car's speed and handling), and the local touring legend V6 Holden Commodore is also a starter in the races.

It is a very easy racing game to pick up and play, and the pre-release version *PSM* tested was fast, impressive to look at, and full of doorhandle to doorhandle racing.

The biff and barge of touring car competition is also very much a part of the equation, and indeed perhaps the aggression settings for the other drivers might have to be turned down a tad if you are going to feel like the game is more than a smash up derby competition.

Expect the game to come sliding out of control sideways in your direction very soon.

LEGO Stunt Rally (Spring 2000/LEGO)



One for the youngstars, *Stunt Rally* is easy to pick up and play. The coolest thing is being able to piece together tracks in the level editor mode in much the same fashion as actually constructing a LEGO puzzle. It is better than you imagine. Just.

Billabong Pro Surfer (Summer 2000/Mattel)



This baby is being made in Australia! And some of the gang at Krome Studios really do know a thing or two about surfing! The graphics need a little work but there are loads of features - 10 surfers, six boards, heaps of tricks, and there are even obstacles in the water like sharks! Should be good fun.

Darkstone (August 2000/Take 2)



This action RPG is steeped in all things mystical with dragons aplenty. Nothing really new (in an RPG sense) to be found here, but the 'random quest generator' is interesting. It allows new maps and quests to be generated for maximum variation. We hope this is as cool as it sounds.

MTV Sports: T.J. Lavin's Ultimate BMX (November 2000/THQ)



The MTV series of games is fast getting an unenviable reputation of having rockin' soundtracks and good graphics, but gameplay on the wrong side of crap. This one pretty much follows that formula. Don't expect it to beat Mat Hoffman's new game.

Legacy Of Kain: Soul Reaver 2 (Summer 2001/Eidos)



The original *Soul Reaver* was one of the few horror-inspired games to dare to be different, and the sequel looks like continuing this trend. Expect some more creature transformations, flashy effects and brooding plot lines.

RPG Maker (TBC/Ageteo)



RPG Maker is the cousin of *Fighter Maker*, and believe it or not, it's just what the name suggests. There's a range of characters, art, maps and abilities that you can use as building blocks to get you're very own RPG started. Pretty innovative stuff, but with any game like this, the end results can be disappointing.

Casper: Friends Around The World (Summer 2000/Mattel)



Would you believe it? Casper the Ghost is turning 60 this year, and he's now in his own PlayStation game to celebrate. You travel around the world rescuing your human mates. Don't expect this to be a big challenge - this is definitely one for the young 'uns.

Fear Effect: Retro Helix (October 2000/Eidos)



Retro Helix is the prequel to *Fear Effect*. Now you're able to find out the history of the three mercenaries Hana, Royce and Jakob. With over 60 enemy types, city landscapes and more seamless gameplay, *Retro Helix* outclasses the original. We approve.

Donald Duck (November 2000/Ubi Soft)



Donald's game is being developed in the same Shanghai studios as the excellent *Rayman 2*. It's not quite up to that level, but looks solid in its own right. A 3D action-adventure with colourful backgrounds and some exciting chase scenes. You'll be pleasantly surprised.

Persona 2: Eternal Punishment (November 2000/Atlus)



Wow! RPGs are out-of-this world at the best of times, but this one in particular will frighten the pants off you! It won't be the lengthiest of games, but it has great anime cinematics and a plot surrounding lost souls and evil and alter egos. Impressive.

Star Wars Demolition (Spring 2000/LucasArts)



This odd game sees you playing smash up derby with a bunch of lesser-known *Star Wars* craft. The most recognisable vehicle in this combat sim is Luke's land speeder, and the objective is to win by destroying all the other vehicles in the arena, hosted on Jabba the Hut's fortress, by using your weapons.

Spec Ops: Stealth Patrol (Spring 2000/Take 2)



This suspenseful terrorist-busting action game sees you trying to deal with the Russian Mafia and a Middle Eastern terrorist organisation. The visuals are looking a bit blocky (especially if you have played the PC version), but overall it is looking better than the original.

Evil Dead: Ashes To Ashes (November 2000/THQ)



This game features the voice of the guy who played Ash in the movies (Bruce Campbell), hence the name. Otherwise it looks like being a very *Resident Evil*-inspired experience with lots of zombie hacking action.

Dave Mirra's Freestyle BMX (November 2000/Acclaim)



Despite the huge display and awesome half pipe on the floor, this game had a poor showing. The physics of the riders is all out-of-whack and the rate at which they move along is slower than desirable. Disappointing, but fans of Mirra will still have fun.

Martian Gothic (July 2000/Take 2)



Martian Gothic is a 3D adventure with horror elements. It's presented very well with detailed environments, but after a quick play it got pretty boring, with dodgy puzzles and levels that require you to search for objects high and low for way too long.

Rugrats In Paris (November 2000/THQ)



If your first response is "leave 'em there", then you're probably not interested in this game, but younger PlayStation pundits may enjoy this colourful platform adventure, even if it's likely to be as easy as the first *Rugrats* effort.

Disney's Dinosaur (December 2000/Ubi Soft)



This new Disney blockbuster is the latest to be given the videogame treatment. Fifteen minutes of footage from the movie and all the characters are featured. There are cool special moves, but the graphics are nowhere near as impressive as what you'll see on the big screen.

Rhapsody: A Musical Adventure (TBC/Atlus)



Gamers with a penchant for RPGs will find their own slice of heaven in *Rhapsody*. Follow the story of Cornet who sets off on an epic journey to find her one true love. Cool anime characters top it off. Ooh, isn't that sweet?!

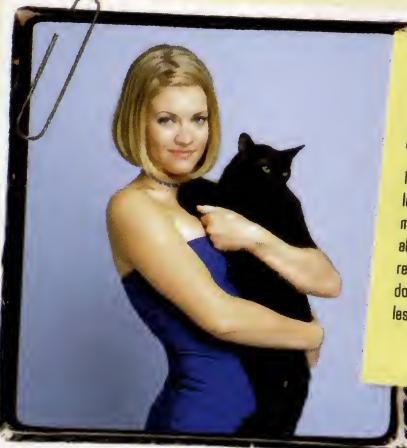
The Simpson's Wrestling (October 2000/Fox Interactive)



The Simpson's Wrestling is as you'd expect - very cheesy, easy to pick up and play, and full of voiceovers from your favourite Simpson's characters. Could be fun...!

caught

These sickly looking varmints were hunted down by the lads who quickly recommended a mercy killing.



Sabrina The Teenage Witch
(Summer 2000/Simon & Schuster)

Melissa Joan Hert on the PlayStation! Yay! Melissa lent her voice to the game and you'll have to use her magic and spells in this 3D adventure. You're also able to run, jump and somersault as you attempt to dodge, though, so we hope she can dish out a few last-minute spells to save it from a painful demise...



Power Rangers Lightspeed Rescue
(November 2000/THQ)

Those pesky rangers just won't quit! Their latest game is based on a new series that focuses on search and rescue rather than the all-out kung fu brawls that they are used to getting into. Given that the version at £3 was only 40 per cent complete, it needs a lot of work for it to become a fluid moving game. Their shonky coordinated fight scenes in the TV series look like classy stuff compared to this effort!



Barbie Super Sports
(Summer 2000/Mattel)

She's as pretty in pink as ever, but there's no way she can seduce us into her woeful gaming ways! It's a funny thing because we love seeing things given a videogame make-over, but Barbie's better off in the arms of Ken in one of her dream houses than spending time in our grey boxes!



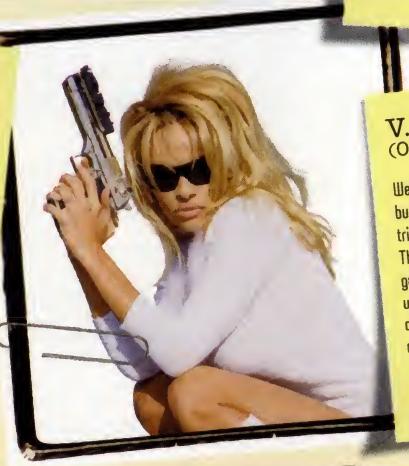
Frogger 2: Swampy's Revenge
(September 2000/Hasbro)

This retro dude doesn't give up! Frogger now finds himself in a 3D world, with a new story mode and multiplayer levels. Nothing amazing, this game is for diehard frog-squashers only.



Who Wants To Be A Millionaire 2nd Edition
(TBC/Sony)

We'd love to have Eddie McGuire getting all trivial of this popular game show is pretty unlikely at this stage. This is the American version, with the antics all that we'll be offered, we'd rather not!



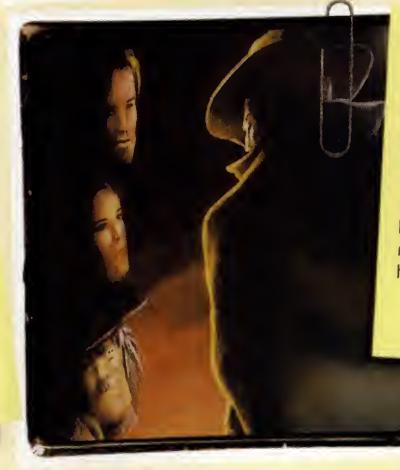
V.I.P.
(October 2000/Ubi Soft)

We'd really like to believe that this game has potential, but honestly, given the TV series is a load of old tripe, it is hard to imagine the game being any better. Think Tomb Raider with bigger 'jugglers' and no gameplay and you should get the idea. Pammy is made up of 750 polygons, though (Lara is 500), which could be her saving grace, and her first mission is to rescue a kangaroo!



Mary-Kate and Ashley's Magical Mystery Mall
(September 2000/Acclaim)

Hopefully this awful game will never rear its ugly head in Australia. The twins, who have annoyed us since their days on the Full House sitcom, are back for more. This is really aimed at girl gamers, but we're inclined to warn you to keep it as far away from your console as possible!



Gunslinger
(Summer 2001/Activision)

Howdy partner! Or maybe not in this game's instance. This cowboy combat sim looks mighty ropy and suffers from poor visuals, slow animation and little sense of imagination. In Gunslinger's defence the game was reportedly only around 30 per cent complete. Let's hope the remaining 70 per cent of the work is top-notch, as it will need it. Spaghetti westerns, eat your heart out!

The PlayStation2 made the biggest waves at this year's E3. The world of home entertainment is set for a major shake-up, and with October 26 just around the corner, *PSM* uncovered what the world's game publishers have up their sleeves. Stinkers aside, we're certain a lot of these titles will tickle your fancy! Read on, but we should warn you, you might not be able to sleep tonight...

Oddworld: Munch's Oddysee

(November 2000/Oddworld Inhabitants)



One of the most imaginative and creatively different titles on show at this year's expo was the game starring that weird gangly little alien, Abe.

Munch's Oddysee is the first game in the *Oddworld* series to be portrayed in full 3D, and even though it is very early days yet, the game was one of the standout offerings on display. Not that many of the show-goers got to see it properly... *Oddworld Inhabitants* only showed it behind rigidly guarded closed-door sessions. Luckily *PSM* was able to sneak a peek, and we've got to say that it's going to be a star performer on the PS2 when it's released.

Munch's Oddysee's offers a sense of imagination and vision that is not rivalled by many other titles. In an

age where most games are about killing, shooting and using violent means to solve problems, *Munch* will actually reward the player if they use more creative means to deal with their problems. The final game ending will differ depending on how few enemies are killed, with a huge bonus ending if no one is killed and all goals have been achieved. As Lorne Lanning says, "Instead of throwing your enemies [slugs] into meat recycling bins which will kill them, you can choose to throw them in lockers, which removes them as a threat, but doesn't see anyone getting killed. As providers of content it is important to try and have a more nutritious sense of social values and refine games so that violence is not the only way of dealing with problems."

This is a key difference in *Munch's* approach and it really does feel refreshing. The game will also see you trying to save the environment and stopping intergalactic capitalism and the enslavement of indigenous planetary populations, so there will be a management aspect to the game (which will see you planting trees and opening detox cafes to get critters addicted to vending machine food off the junk and back on to healthier alternatives).

All of this may sound rather politically righteous, but it looks great in the context of the gameplay, and the 3D platform action that will form the mainstay of the proceedings is looking colourful and enjoyable. Definitely the most innovative PS2 game at E3 this year, we'll take a closer look at *Munch's Oddysee* in the near future.



Oni (Spring 2000/Rockstar)



Oni is very similar to Square's *The Bouncer*, as the game lets you indulge in fistcuff combat over sprawling 3D levels. However, *Oni* also delivers cool looking weapon play and some very futuristic locations as opposed to *The Bouncer*'s gritty setting.

FIFA Soccer World Championship (Summer 2000/EA)



The jewel in EA's sporting crown is still looking superb, even though the improvements are only marginal as far as we could tell.

X Squad (Spring 2000/EA)



Set in the year 2037, this 3D action-adventure sees you leading a futuristic band of soldiers as you try to conquer a bio-terrorist threat. There are heaps of wicked weapons as you blast your way across city streets and through subways.

Tekken Tag Tournament (October 2000/Namco)



Easily the most anticipated fighting game for the PS2, *Tekken Tag* was very popular at E3, and rightly so! The visuals look smooth, detailed and fluid, and the combos are sensational if you like bone-jarring action.

X-Games Snowboarding (February 2001/Konami)



Look out *Cool Boarders*, this game is looking mighty swish on the PlayStation2. And it is only half finished!

Evergrace (November 2000/Agetec)



A good looking RPG that follows the story of two characters. You're able to wear and equip yourself with basically anything you need, but apart from that it's fairly standard. Nothing ambitious, so don't waste too much energy looking forward to it.

The World Is Not Enough (Summer 2000/EA)



Easily one of the most stunning games on the EA stand, this totally rocked as the visuals were very slick and the Bond atmosphere was brilliantly captured.

SSX (Spring 2000/EA)



Not just another re-vamped snowboarding game, *SSX* is based on a new sport called boardercross where you race snowboards on a track similar to a motorbike supercross track (covered in snow, of course!). It has arcade stylings, but has all the speed and insane tricks that you could want.

Midnight Club (Summer 2000/Rockstar)



Looks dubious to say the least. *Midnight Club* is an enticing concept (illegal street racing), but has detail-less graphics and the version shown at E3 had poor physics. Hopefully these will improve as it draws closer to release, but it's not likely to be the best racer about.

Metal Gear Solid 2 (Summer 2001/Konami)



This demo was the most popular at the show by far. The visuals are very impressive (even if they looked like they may not have all been drawn in real-time), and the new monsters are huge!

Gran Turismo 2000 (January 2001/Polyphony Digital)



What should be the best driving game on the PlayStation2 is coming along nicely. The visuals are getting more polished every time we look at this game, and most importantly the handling is being tightened significantly. Still waiting to see the WRX STI as a drivable option, though...

Madden 2001 (Spring 2000/EA)



You may have been playing this game for nearly a decade now in one form or another, but the PS2 version of *Madden* is a real eye-opener. The audio visual treats in store make it hard to ignore this revamp of what is one of the most consistently popular games in the world.

NASCAR 2001 (Summer 2001/EA)



This game was an absolute corker. So much so that it was one of the lucky few shown during the PlayStation2 press conference. Great attention to detail, mean looking cars and excellent speed may make this a bit of a dark horse for racing fans - especially if you like the 'Yank Tanks'.

Knockout Kings 2001 (Summer 2001/EA)



For those who like 'clubbing' of a different kind, this boxing game was a winner the first time around. The visuals have been improved a little, and the many punch combos are still present. One of the easiest pick up and play efforts at E3.

Ridge Racer V (October 2000/Namco)



It is fast and the epitome of arcade racing fun. *Ridge Racer V* was very popular at the show, and why not, as you didn't need to pump coins into a machine to have a really solid arcade experience!

Star Wars: Starfighter (Summer 2000/LucasArts)



If you like the idea of zooming above the surface of Naboo in a host of *Phantom Menace*-inspired craft, then this game is going to tickle you pink. Although there wasn't a playable version on show at E3, the rolling demo that was running at the LucasArts booth did look interesting.

Street Lethal (June 2001/Activision)



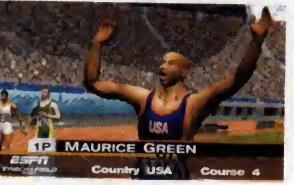
This was an admittedly early work in progress racing game that looked like it featured the exotic Italian sports car, Pagani Zonta. The visuals are ordinary and the frame rate is slow, but this game could still be the goods when finished (perhaps it was shown too early in its development cycle).

Smuggler's Run (Summer 2000/Rockstar)



Heaps of off-road mayhem can be found here. The levels are huge and there are plenty of super-quick buggies to take for a spin, too. *Smuggler's Run* has an interesting storyline - you have to disband an international smuggling racket!

International Track & Field (November 2000/Konami)

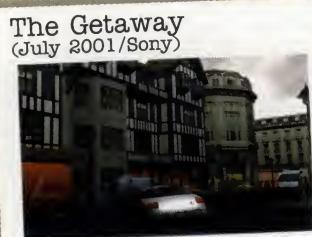


Even though it was a clear victory, Steve's cries of "rematch" could be heard from the Konami stand at the other end of the hall. Which really goes to show that despite the simple repetitive button bashing gameplay, this game is extremely addictive.

Dynasty Warriors 2 (TBC/Koei)



Go back in time and visit ancient China! *Dynasty Warriors 2* is still a bit of an unknown quantity. From developer Koei (responsible for the epic game *Hessen*), only running footage was played but it does look fantastic, with great battle scenes. A lone warrior versus a thousand enemies. Life's tough...



The Getaway
(July 2001/Sony)

Already shaping up as one of the best new PlayStation2 titles, *The Getaway* features a highly detailed cityscape of inner city London. In the same vein as *Driver*, you'll be living on both sides of the law as you rob banks and try to rescue your kidnapped son!



This Is Football 2
(April 2001/Sony)

This Is Football has graphics that'll make everyone weak at the knees. The original looked great, but it was disappointing in the gameplay department. The new version is set to include more responsive players, special moves and improved AI, but we're not convinced it will have the basics down pat.



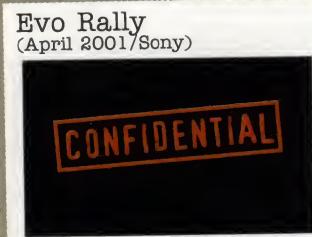
Formula One 2000
(October 2000/Sony)

Psygnosis has made it its goal to take *Formula One* to new heights as a videogame. All the tracks, teams and drivers will be there, and the cars handle responsively and accurately. Primed to be the most immersive F1 game around.



Dropship
(June 2001/Sony)

Military combat and strategies need to be employed in *Dropship*. Artillery and equipment dispatches, gunplay and flight levels are all featured. Freedom of movement is impressive and it should be an enjoyable game for dedicated gamers.



Evo Rally
(April 2001/Sony)

The best-looking rally game to date, *Evo Rally* has 48 stages modelled on real locations from around the world. They are highly detailed with hills and backgrounds, and the speed is accurately represented. Car bodies suffer real-time damage, and if car physics are sorted, then all should bode well for a premium rally sim.



Spin – Sprint Car Racing
(June 2001/Sony)



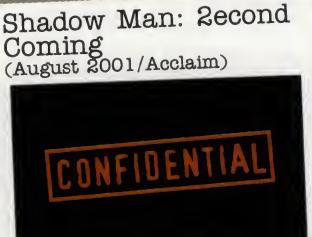
Australia's entry at E3 was in fine form and looked fantastic. Ratbag is based in Adelaide and is the same team behind *Powerslide* on the PC. Based on dirt track racing speedway-style, *Spin* looks to have accurate physics with excellent AI.



Drakan
(March 2001/Sony)



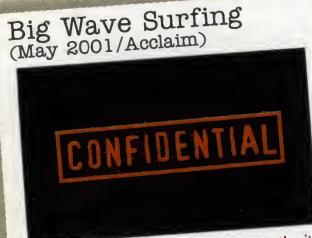
Part *Tomb Raider* and part dragon air combat sim, *Drakan* was popular on the PC, and now that it is coming to the PS2, expect some impressive visuals, lots of hack and slash gameplay (when on foot), and some cool aerobatics once you take to the sky aboard your very own fire breathing dragon.



Shadow Man: Second Coming
(August 2001/Acclaim)



Yes it is true, the first game in this series was a bit on the nose, but *Shadow Man* is back to right this wrong, hopefully, and shoot a sh*t load of zombies in the process.

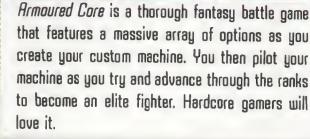


Big Wave Surfing
(May 2001/Acclaim)

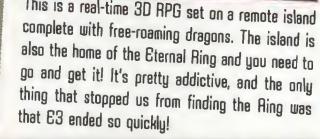
The static environment of water and re-creating its physics is a complex process at the best of times, but it has more likelihood of success on PS2. Huge waves and surf competitions are featured, and Hawaiian legend Sunny Garcia has lent his name and likeness to appear in the game.



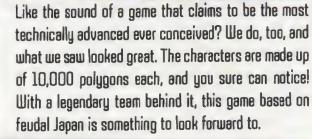
Armoured Core 2
(November 2000/Agetec)



Eternal Ring
(November 2000/Agetec)

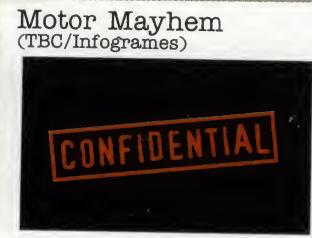


Onimusha: Warlords
(Summer 2000/Capcom)

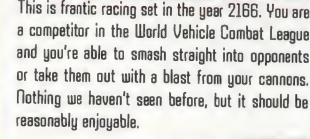


Street Fighter EX 3
(Spring 2000/Capcom)

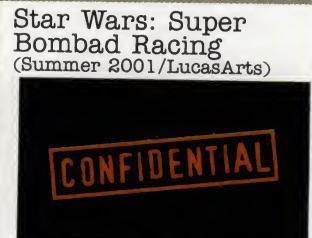
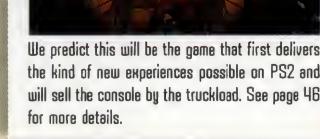
It may be the same old 'been there done that' 1000 times' *Street Fighter* formula, and it may not look as good as *Tekken Tag*, but this latest *Street Fighter* offering has the same balanced gameplay and collection of characters that we have come to know and love. True to the series.



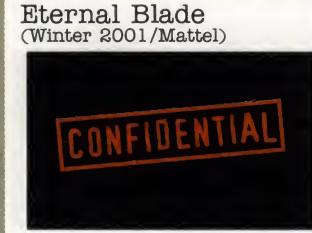
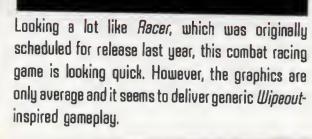
Motor Mayhem
(TBC/Infogrames)



Oddworld: Munch's Oddysee
(November 2000/Oddworld Inhabitants)



Star Wars: Super Bombad Racing
(Summer 2001/LucasArts)



Eternal Blade
(Winter 2001/Mattel)

RPC fans will be stoked with the amount of games presented to them on the PS2. Apart from being able to develop your characters' attributes throughout with greater flexibility, you can also expect artwork rendered in real-time 3D.



Driving Emotion Type-S
(Summer 2000/Square)

Apparently Square has gone to great pains to tighten up the handling of this game after the waves of protest from gamers and journalists worldwide. That said, you'd have to really love your racing games to want this passable but hardly revolutionary effort before you grabbed *GT 2000*.



Summoner
(November 2000/THQ)

This fantasy RPG looks fairly run-of-the-mill so far. Apart from the great graphics, it's the usual story of spells and mythology. There'll be much better RPG games to choose from when the time comes.



Evil Twin
(Summer 2001/Ubi Soft)

This is a dark and moody game aimed at 15- to 25-year-old gamers. Content is inspired by Tim Burton and the film *City Of Lost Children*. Interesting.

Unreal Tournament

(November 2000/Infogrames)

You may think this game is a pale imitation of the 3D carnage of *Quake*, but *Unreal Tournament* is currently as popular as *Quake* online on the PC, and there are many good reasons why. Not only does the PS2 version let you coordinate an attack on enemy 'bots' (short for robots) with your strike team, you can configure your bots so they have different personalities in combat. You can also determine factors like aggression, preferred weapon and so on to help you create a specialised force which you can then use to best defeat the enemy gladiator bots in the tournament.

Even though it looked like only one level was being displayed at E3, the final game will have 50 levels for you to explore and fight to the death in. There will also

be four types of mission - assault, domination, capture the flag and plain old vanilla deathmatch. Assault mode is perhaps the most interesting, as one team has to hold a defensive position while the other does its best to take the ground currently occupied. Visually *Unreal Tournament* looked pretty hot on the PS2 at E3, with some great weapon effects, and really fast movement and gameplay. It did take a while to get the hang of using the analog pad (as opposed to the traditional mouse control mode), and quite possibly the controls will have to be tweaked a fair bit for the game to become easier to play smoothly. However, the developer is already aware of this. Apparently the game will also let you customise

your character's look with over 300 'skins' for you to mull over. There are 10 weapons to choose from (each with two different firing modes), and fans of the PC version who are keen to see it on PlayStation2 will be pleased to note that devastating weapons like the BioRifle and Ripper have been included.

Unreal Tournament will be one of the first PlayStation2 online games, but it will also support split-screen action. At this stage it is not known if it will feature a four-player 'quadrant screen' option as well as the more common two-player split-screen multiplayer game.

Expect *Unreal Tournament* to be a huge game when it is released sometime after the initial PS2 rollout. It may even be available at launch! Let's keep our fingers crossed.



Kessen
(TBC/Koei)



This intriguing Japanese strategy game was one of the first to be shown when the PS2 was unveiled, and it still looks very interesting indeed. A US release has been announced, so a PAL release is most likely.

The Bouncer
(Summer 2000/Square)



Brutal and full of lots of varied fistcuff action, this game looks like being one of the PS2 releases to watch out for, especially if you like classic *Double Dragon* action.

Unreal Tournament
(November 2000/Infogrames)



A blast! Should be one of the best first releases on the PS2. See above for more details.

Dark Cloud
(Spring 2000/Sony)



Strategy, battle and puzzle solving will keep you busy in this RPG. There is plenty of scope to make your own choices, so your ultimate destiny is very much up to you. It plays very impressively, with excellent character building elements. One of the stronger RPG titles to date.

Extermination
(TBC/Sony)



This game will spawn an entirely new genre called 'panic action'. While few details were announced, sci-fi, horror and suspense will be packed in to this title. We know that it'll be frantically paced and feature a lot of gun play. Exciting, eh?

FantaVision
(TBC/Sony)



Oddly enough this fireworks sim was one of the most popular games at the Sony stand, with crowds gathering and large numbers of people letting off their 'bangers' with gay abandon. Could well be a hit when it is released, as the combination of the music, pyrotechnics and addictive puzzle gameplay is looking promising.

Time Splinters
(Summer 2000/Free Radicals)



Time Splinters was shown behind closed doors. Pumping along at 60 frames per second, the team comprises many ex-members of the highly acclaimed Rare gang that made *Perfect Dark* and *GoldenEye* for the N64. Four-player deathmatch has been long awaited by PlayStation owners...

ICO
(TBC/Sony)



ICO will be another genre-busting PS2 release. It's based on the old formula of boy grows into man and turns into hero, and then rescues a beautiful young lass. There are plenty of dungeons and castles in between, and it should challenge even the very best of gamers.

CASE CLOSED

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Off the cuff: Zidane Tribal, dandy bandit and part-time hero of *Final Fantasy IX*, swears to track down that lousy, two-bit, good-for-nothing Alexandrian tailor.



The greatest RPG series on Earth is about to impact with PlayStation for the very last time – but the story is far from over. Despite the incredible secrecy surrounding the game, *PSM* was able to secure information and images directly from Square of Japan. Ignore any rumours you've heard, cast aside your preconceptions and read on to find out the truth about *Final Fantasy IX*...

The Final Fantasy



You heard right. *Final Fantasy IX* really is going to be the final *FF* game ever to appear on the PlayStation. It's also going to be the pinnacle of the series and, according to its producer Hironobu Sakaguchi, will bring to a close a particular era of *Final Fantasy*.

Unexpectedly, *FFIX* is being touted as a return to the roots of the series. Keeping with tradition, the latest venture shares many of the vital elements of its predecessors – creatures, airships, battle tactics – but remains entirely self-contained, with a brand new story, new characters and a whole new world to explore. But this time around there's a strong leaning towards fantasy, with most of the science-fiction trappings of recent titles exchanged for magical or imaginatively low-tech alternatives. Even the game's logo boasts a crystal, inviting references to past titles in which the order of the world was held in balance by crystals of power.

By now you'll have taken a look at those screenshots and noticed that there's a new flavour

to the game, too. The graphical, technical presentation of *VII* and *VIII* – pre-rendered environments, 3D characters, transitory FMV segues – remains intact, but the world of knights and mages on display harks back to *FFV* and even earlier. There's a sense of humour at work in the characterisations and a step back from realism in the style.

It would be wrong to assume that Square is suddenly aiming for a younger audience, though. As with Japanese anime, a cartoonish look doesn't guarantee that the subject matter is suitable for the kindergarten. Sakaguchi has said that the themes of *FFIX* are similar to those of the forthcoming film (love, friendship, dreams, adventure, life and death), and it's more likely that they're simply trying to recapture some of the charm of the earlier titles with this direction.

"It's no good just simply going back in the way we present the game," Sakaguchi recently told the Japanese press, "and so we want to surpass *FFVII* and *VIII*. And when we have done that, we want to go back to the roots in the setting of the world and the gameplay."



From left to right: The Engine Room, Prima Vista's stage, and the band.

The Story So Far

Plot details are scarce, and it's hard to draw any conclusion from what PSM has seen so far, but the actual progression through the narrative promises to be interesting. Sakaguchi has expressed the sentiment that he would like to return to the days before strategy guides and walk-throughs were so commonly available. There'll be nothing in *FFIX* that you

"There'll be nothing in FFIX that you can only discover through game hints, but you will be forced to make decisions..."

can only discover through game hints, but you will be forced to make decisions, and this will affect the outcome with regard to side-stories, discoveries and rewards.

Hiroyuki Ito, the game's director, agrees: "I think there will be lots of involved conversations between friends, saying 'Hey,

did you find that?' or 'What did you do in that situation?'"

Sakaguchi has also claimed that he wanted to see more events in which the player is forced to make a commitment, citing the Chicken Knife/Brave Sword scene from *FFV* by way of example. (In *FFV* there came a point where an old man offered you a weapon. You could choose either the Chicken Knife, which powered up every time you avoided a battle, or the Brave Sword, which lost power whenever you fled from a fight. There was no way of getting both, so you had to choose what kind of player you would be from then on). As Ito puts it: "I want people to play by [having to] keep making choices."

Despite the big themes at work, though, *FFIX* opens innocuously enough. Once a year, the city of Alexandria plays host to an airship called the Prima Vista and a festival holiday is declared. Aligning itself with the parapet of the castle, from where the citizens can view the entertainment, the airship's roof unfolds to present a stage. The Prima Vista is a theatre ship, and normally the home of a dramatic troupe, but this year's performance could go a little differently: there's a hijack underway, see, and many of the 'actors' are secretly criminals with a purpose...

It's (Virtually) The Real Thing ▶

Well, if money talks, then this is screaming through a gold-plated megaphone. In a joint promotional venture, the masters of role-playing have collaborated with the kings of the fizz biz and produced a CG TV ad in which the heroes of *Final Fantasy IX* endorse a popular brand of carbonated vegetable-infused fluid.

The computer-animated advertisement features young bandit hero Zidane slipping the cap off a bottle of Coke which then bounces off down the street, sparkling and fizzing as it flips in the air. As he pursues it through the crowds, he's joined by Princess Garnet and Vivi the mage in a chase scene that culminates on the slates of a rooftop.

In a rather trippy fashion, the bottle top leaves a trail of bubbles that psychedelically transform everything they touch into a carnival scene. Dull buildings burst into colour, flags and bunting blossom from every wall, while ordinary citizens are suddenly metamorphosed into fire-breathing street entertainers, circus performers and juggling animals.

The animation was the work of Square's CG movie division in Hawaii. The fantasy environment was rendered from an existing city location in the game itself, while the backing track is an orchestral arrangement of a Nobuo Uematsu composition also taken from the game.

A series of figures based on the game's eight main characters will also be used to promote Coca-Cola's 'Digital Future' campaign. It's easy to be cynical about global corporations trying to buy themselves into fashionable games culture, but it sure beats the fur off some feeble polar bears. What a shame they didn't do it earlier, though: "Sephiroth's a-comin', Sephiroth's a-comin'..."



Cinema Fantastique ► Square's Design on the Silver Screen

Square's animation studio in Hawaii continues to slave over the forthcoming *Final Fantasy – The Movie*. Under the direction of Hironobu Sakaguchi, the movie's screenplay is being scripted by two US writers, Jack Fletcher III and Al Reinert.

Before you crease up in horror, be assured that Reinert has respectable writing credits on *Apollo 13* and NASA astro-drama *From The Earth To The Moon*, while Fletcher has a background in voice acting and direction for a host of cult animations, from *Aeon Flux* to translations of anime such as *Kiki's Delivery Service* and *Tenchi Muyo*. They'll also be able to draw on a

veritable constellation of a cast that features the voice talents of Ming-Na Wen, Alec Baldwin, James Woods, Donald Sutherland, Ving Rhames, Steve Buscemi and Peri Gilpin.

The scenario is a post-apocalyptic Earth in 2065, and the themes are said to include "love, friendship, dreams, adventure, life and death". Don't expect that to detract from some riveting battle scenes, though. Like each episode of the series, *Final Fantasy – The Movie* boasts a completely original and independent story and thus hopes to avoid the typically dire problems of game-into-film.

Sony Pictures Entertainment has a low-key teaser campaign running on its World Wide Web site at www.finalfantasy.com, occasionally releasing new three-second snippets of video. The most impressive to date shows a fully-armoured soldier warping through space to materialise in a ravaged cityscape with his squad behind him. But it almost goes without saying that with every five minutes of computer graphics demanding slightly more manpower than the construction of the Great Pyramid of Cheops, the release date is still no clearer than sometime in 2001.



Eyes. Rusting cars. Night vision. Ships on fire off the shoulder of Orion. You're welcome to make sense of Square's teaser...

But How Does It Play?

The good news is that there's going to be a lot more to do this time around, but it will also react to your style of play. *Final Fantasy IX*'s director, Hiroyuki Ito, has said that the gameplay will reflect this concept of personal playing style, so that even the battle system "will show the personality of the player". Are you a learn-an-ability player, or a use-and-discard type?

Ito has long been a part of the core *Final Fantasy* team. He was the designer of the ATB battle system, as well as the Job Change system in *Final Fantasy V*. Consequently, *Final Fantasy IX*'s combat system has had a thorough reworking under his newfound directorship, with a leaning towards harder game mechanics and tactical play. Indeed, Sakaguchi believes the *FFIX* battle system to be suitably sophisticated and describes it as a "data-heavy, combination-like system" that will change depending on the way you play.

Also, the game returns to earlier formats in that you can have four party members fighting in any battle at once. With three characters, one is inevitably assigned as healer and support. With four, your battle plans can become more complex and enable you to set up craftier moves through joint character effort.

The Jobs System

The character jobs or career skills are close to *FFVI*, according to Sakaguchi, in that they are predetermined. For instance, while you might freely associate the Throw

"*Final Fantasy IX*'s combat system has had a thorough reworking ... with a leaning towards harder game mechanics and tactical play"



Skill in *FFVII* with Yuffie, you could just as easily have equipped the Throw Materia on Cid. But with *FFIX*, classes will be assigned from the outset and characters will retain the skills that make them unique individuals. Being a knight, Steiner will possess advanced swordsmanship and defence techniques, but he'll need Zidane's nimble-fingered dexterity when thieving skills are required.

Item Ability

As with earlier *Final Fantasy* titles, the system has returned to an inventory system that gives each character four equipment slots to hold their weapon, armour, shield and an accessory. This is to accommodate *FFIX*'s new Item Ability System. When equipped, an item may confer a special ability or bonus

on the wielder. This ability is solely accessible through use of the item at first, but if the character exercises the power sufficiently, then they may come to learn it for themselves, freeing up the item for another character.

However, the effectiveness of any given item will depend entirely on the character wielding it. A Magical Talisman might offer no more than a +10% HP bonus when equipped by Eiko, whereas the same item might provide Steiner with a Counter Attack. Deciding how best to put your items to use will provide yet another aspect of the game's multi-faceted strategy.

The Magic System

Final Fantasy has always had a magic system based on elemental oppositions. If you encounter a Fire

► Demon, then an Ice Storm Spell will do more damage, while a Flame Spell might have no effect or even do the reverse, healing the intended foe. But Vivi's existence could spell the return of the schools of Black and White Magic, too. In FF tradition, Black Magic is aggressive and ranges from fireballs to poison gas spells and status changes like Confusion. Practitioners of White Magic are healers and hold combat spells of a defensive or curative nature. Certain types of armours and weapons are aligned to a particular school of magic, so that a black mage wouldn't be allowed to equip a priest's healing staff, but might find a poison dagger that only they can wield.

"I yet to spot a Chocobo, the Moogles are another recurrent species from the wildlife of the series that's making a return..."

The third school of magic recurrent throughout the series is Call Magic, and it has been confirmed that Monster Summoning will play a major role again. This is likely to lead to the same 'collect the mythological deities' gameplay incentives that we've seen with Materia, Guardian Forces and Espers.

As for the length of the summoning animations, it's still unclear. There has been the murmur of backlash against the indulgent lengths of these animations in *FFVIII* and Square has been listening to player feedback. But Sakaguchi also insists that "for what needs to be shown, we will take our time properly".

Quaint: The warm colours of *FFIX* hover on the brink of Uncle Walt's territory...



The Cast

There will be eight playable characters and *FFIX*'s roster includes some distinctly peculiar oddballs. "Because it's fantasy," says Sakaguchi, "it's a world full of different types of beings. They may be mouse-like, or ghost-like... They are all different."

The following characters are those that it will be possible to recruit to your party in the long-term. This list doesn't include any occasional characters who might accompany your party for short periods and Square has hinted that you might find the odd non-playable character joining your party in a controllable fashion for short periods (in the fashion of *FFVIII*'s Seifer or *FFV*'s Bannon). You will also be granted temporary control of minor or background characters in set-piece scenes. In this way, the game can reveal elements of the world and story that your characters might not otherwise see. In an early scene, for instance, a soldier chases a young miscreant through the streets. For the first half of the scene, you guide the soldier in his pursuit. For the second half, you control the fleeing boy. You're not given long enough to grow attached to these characters, but merely using them to explore the gameworld gives you a better sense of its flavour and setting than any amount of FMV or explanatory text.



Zidane Tribal

Thief – Male – Age: 16

The main character is Zidane Tribal, a young thief. The start of the game reveals him to be a member of a gang of bandits with designs on the castle of Alexandria. Zidane has a weakness for the ladies but otherwise tends to lead a carefree existence, untroubled by responsibility and with little respect for authority. Look closely and you'll notice that he also has a tail. There's a good reason for that, according to Sakaguchi. We're waiting to find out.



Adelbert Steiner

Knight of the Royal Family of Alexandria – Male – Age: 33

An experienced knight and veteran fighter, Steiner is adept in the use of weapons and armour. Loyalty is Steiner's major trait, and he would think nothing of dying in the protection of the Royal Family. For this reason, he has been handpicked to serve as personal escort and bodyguard to Princess Garnet.



Vivi Ornitier

Son of a Black Mage – Male – Age: Nine

The most intriguing of *FFIX*'s main characters is a budding sorcerer, and his Jawa-ish appearance marks a throwback to the Mysidian mages of the earliest NES *Final Fantasy* titles. Given his age, though, it's clear that he's going to start the game with little magical power beyond the simple fire-lighting spells of apprentices. Sakaguchi suggests that Vivi is vital to the story's core and the plot examines his character closely from the middle of the game onwards.

Final Fantasy Fauna 101



A Twitcher's Guide to Square's Furry

While we have yet to spot a Chocobo, the Moogles are another recurrent species of the series that's making a return for this ninth instalment. Now 10 years old, the first Moogles appeared as huge, furry shopkeepers in *FFIII* (NES) and they've been cropping up ever since.

In *Seiken Densetsu* on Game Boy (known as *Final Fantasy Adventure* in the US), they were something unpleasant you could be morphed into by magic, while in *FFV* and *Secret Of Mana* they were hopeless victims needing to be rescued. With *FFVI*, the Moogles finally made its debut as a playable character.

After the Furby, perhaps, nothing sums up the dichotomy of cuteness for adult players quite like the Moogles. On the one hand, they're cool little critters who wouldn't be out of place sitting atop your computer screen at work. But they can also be so sickeningly cute that thoughts turn to the business end of a hammer drill. *FFVII* was canny enough to recognise both facets of their appeal.

While the destructible 'snowmogs' on its snowboarding course were more of a clever in-joke, the *Mog House* arcade game was a deliberately tongue-in-cheek swipe at the saccharine coin-op fare in Japanese arcades.

Different Strokes

The Painting Styles of Final Fantasy's Earthly, Inorganic Creatures

The change in the game's look and tone is partly down to the return of Yoshitaka Amano as character artist. Amano held the position for the first six *Final Fantasy* episodes, and his ethereal watercolour brushwork lent the game a mature and sometimes challenging style that instantly elevated the series above its more formulaic rivals. The shift to PlayStation provided the chance for his colleague, Tetsuya Nomura, to have a crack at the role of realising the characters we know from *FFVII* and *VIII*, and the difference in the two styles is immediately apparent.

Nevertheless, the work of both artists is purely conceptual, and has to be reinterpreted by CGI modellers to produce the in-game polygonal characters and their FMV counterparts for each game. Another creative at work behind the scenes is Hideo Minaba, who first worked on *FFIII*. His rendering talents with both characters and backgrounds were more recently put to use in *FF Tactics*, but he's excelled himself here.

Real estate is going through the roof: an airborne atoll, courtesy of Amano-san's feverishly twisted talents.



Final Fantasy - The New Era

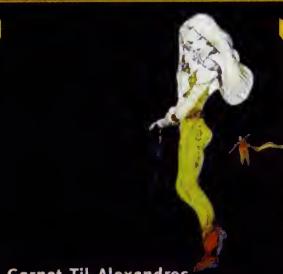
That's *Final Fantasy IX* then – the last *Final Fantasy* on PlayStation – but the series isn't ending there. *FFX* and *FFXI* are already underway and their fate is entwined not only with PlayStation 2, but with a new service called Play Online that Square intends to have operational by autumn 2001.

Beta testing will commence in Japan this spring, when Square will provide an early build of *FFX* to accompany the hardware kits sent out to both PC and PS2 testers. *FFX* will be a solo-player game in essence, but will provide access to the Play Online network so that participants can stack up on hints and strategies, download new weapons or items, or just chill out in one of the chat rooms and discuss boss tactics with other players. A final version of *FFX* will then be released in autumn 2001.

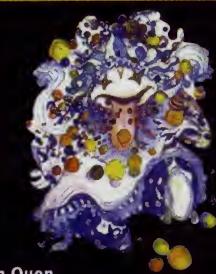
FFXI holds far more ambition and is going to be a totally on-line experience. The goal is to provide a networked fantasy world, created entirely through CGI and populated by the players who log on and join in. The concept art and video demo at Square's

Millennium event hinted at an *Ultima Online* or *EverQuest* style of play, with three remote players assembling their virtual party at the mouth of a dungeon. (Given that the level of dialogue in a game of *Ultima Online* tends to consist of "Who4 dud3 that gargoyle wa5 totallyy haxord!! U W4NT 2 BUY 99 CURE POTION???" some Western observers might wonder how Square will retain the feel of *FF*. Early days, mind).

Play Online hopes to present a range of services beside games, e-mail, chat rooms and Web browsers. Daily Manga comics, music and sport will make up the rest of the content, while the e-commerce sections will enable you to place purchase orders for hardware, software, movies and merchandise. Talking about the potential for the system to deliver news and raise awareness, though, Sakaguchi himself has said that he'd like to see the online community enjoy more than a passive experience. "One of my dreams is to conduct a charity in this 'imaginary world' and extend its functionality beyond mere communication." The future beckons... 



Garnet Til Alexandros
the 17th
Princess – Female – Age: Teenager
Garnet Til Alexandros is a princess of the Royal House of Alexandria. Garnet's outlook on life has been moulded by her untroubled lifestyle: her morals and values are not those of ordinary folk and in many people's eyes she seems self-centred. A spoilt brat then, it would seem, although her position also carries its own unique responsibilities. She enjoys the protection of Steiner, her bodyguard.



Quina Quen
Lardball – Male – Age: Unknown
Quina is the most mysterious character of the bunch, and not least for his monstrously comic appearance. Quina is both chef and gourmand, a connoisseur of fine foods whose appetite is said to be insatiable. Initially, Quina seems to care for nothing but good eating and sees little beyond the end of his fork. Little else is known about this curiosity, or why he should fall in with a bunch of adventurers, but we could be looking at *FFIX*'s answer to *Cait Sith*...



Salamander Coral
Strongman – Male – Age: Unknown
A hard-boiled tough guy and something of a lone wolf, Salamander places his faith firmly in his own strength and willpower. He believes that strength is his key to success and devotes himself to his training accordingly. Salamander doesn't carry a weapon, which suggests that he's a martial artist – a recurrent character class in *FF* – cast from the Western-influenced mould of *Tekken* (check out the henna dreads).



Freja Crescent
Dragoon – Female – Age: Unknown
Despite the odd features – rat's tail, grey fur, bat-like ears – Freja is said to be a valiant warrior who possesses both grace and strength. She's also able to tune in to the very ebb and flow of nature. But Freja has a few unpleasant skeletons in her closet, and the problems of her past seem to weigh heavily on her. The use of spear and trident marks Freja as a Dragoon, which is bad news for her. No Dragoon in any previous *FF* game has ever lead a full and happy life...



Eiko Carol
Mage – Female – Age: Six
At a mere six years old, Eiko is a child prodigy. She is incredibly intelligent for her years, but her intellect often works against her by shocking her elders and making her peers fearful of her. Eiko's pommelled staff would confirm that her unique powers reside in magic rather than fighting. The school of magic she practises is not known: it could be that Eiko is an exponent of white magic, in opposition to Vivi, but another possibility is that she's a Caller in the style of *FFIV*'s Rydia.

"START THE DAY WITH AIR TROOPS, INFANTRY
AND 8 ESSENTIAL VITAMINS" - SARGE

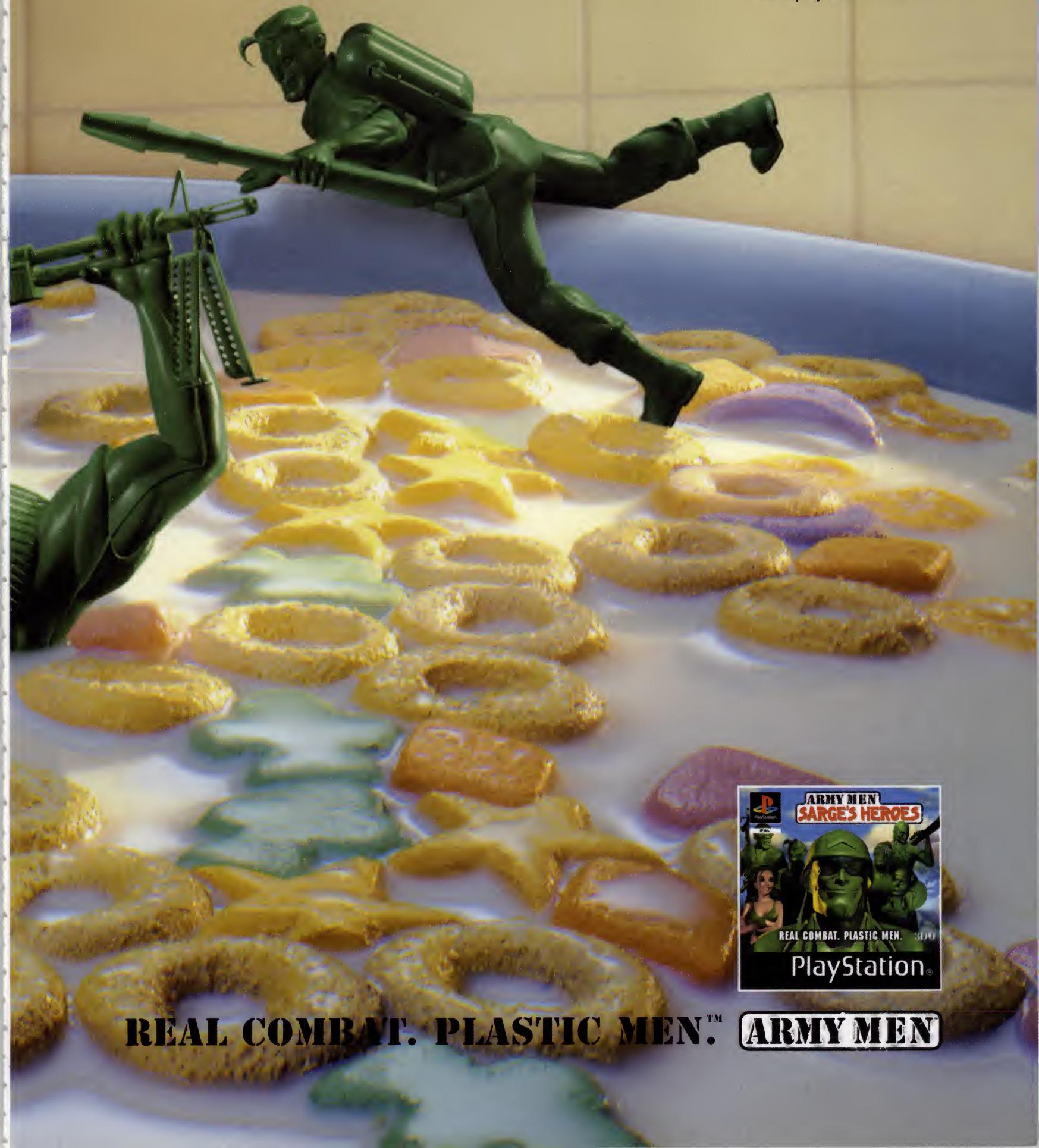


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PREPLAY

The image features two main characters in the foreground: a man in a camouflage trench coat and sunglasses, and a woman in a white sweatshirt and dark pants. Overlaid on the background are several screenshots from the game 'Front Mission 3'. These screenshots show various scenes of combat, including mechs fighting, a mech in a hangar, a mech in a desert environment, and a mech in a futuristic city. A large mech is also shown in the lower right corner.

Scrap metal: As well as fighting you can teach your Wanzer's new battle tricks like 'evasion' and 'playing dead'.

PSM OPINION

The gameplay is intelligent, the battles are fast, and it will take you weeks to finish.

The plot is convoluted at times, and the music score cheesy.

Strategy gaming is a no-go area for some players. So while its hardcore market is just about guaranteed, *Front Mission 3* will be counting on its slick presentation, 3D animations and gonzo hardware overkill to lure curious action fans in.



Front Mission 3

More than a strategy game, **Zy Nicholson** leads a motley team of soldiers through skirmishes with various mercenary forces in what appears to be a whole generation ahead in execution.

Bright from the intro sequence, which culminates in the scuppered mega-tonnage of an aircraft carrier sheering sideways into the waves, *Front Mission 3* is a deliriously excessive celebration of war machines in overkill mode. The real heroes of the game are 50-foot mechs, or mobile suits, called Wanzers. Deploying them in turns of movement and combat, you must lead your motley team of soldiers through skirmishes with various mercenary forces.

Front Mission 3 explores a near-future south-east Asian political scenario in which the disputed territories are based on real-world places, drawing in the Philippines, Singapore and a stronger, more aggressive People's Republic of China. "We changed the names of some countries," says Yuji Shibata of Square Europe, "but it's still very touchy for us!" Adopting the usual strength-in-numbers approach, the Pacific states have formed the Oceania Community Union in order to weather political friction with the United States Of New America.

Although it might bear some comparison to *Vandal Hearts* and *Final Fantasy Tactics* in gameplay, *Front Mission 3* is a strategy game bound together by intermittent sequences of RPG-ish storyline. The battlefields are rendered in full 3D, as are the mechs themselves. Issue an order and the camera will suddenly zoom in to show your highly-detailed Wanzer in action, discharging missiles from a shoulder rack or coughing bullets from a machine-gun while the empty cases spill onto the ground next to him.

The story opens with mech test pilot Kazuki Takemura witnessing an accidental explosion and learning that his adopted sister Alisa is involved. With his friend Ryogo and scientist Emma Klamsky, he sets out to investigate a case that rapidly hints at international conspiracy. The game then splits as you choose to follow either Emma's story or Alisa's. The stories intertwine so that, in one scenario, you might have to defend the checkpoint at Kamariya Junction, while in the other you're the attacker.

Customisation is extensive. Every Wanzer can be completely refitted with new body parts – arms, legs, armour

shells, engines, computers – before you begin to equip weaponry. You can even opt for a respray (Shibata-san's tactic for surprising the enemy? "I like to paint my mechs pink..."). If you're so inclined, just mulling through the detailed catalogues of military hardware to shop for that must-have assault rifle provides a spot of boys' toys retail therapy.

Nevertheless, salvage, trade and outright theft are cheaper ways to obtain superior components. At close quarters you may hit an enemy mech in an attempt to steal it by ejecting its pilot, but this leaves you prone to ejection yourself. Excellently, your pilot can still jump out and plug away at scavengers with a handgun if the Wanzer crashes.

"Even if you're not that kind of player, I think you can appreciate it," reckons Shibata-san. "The images, the battle sequences – everything's so quick. This is a very good introduction."

There's also plenty of challenge for strategy gamers in later battles. Every level rates your performance with a medal, from Bronze through to Platinum, so that even the easier ones can challenge experienced players who want to improve their ranking.

An original feature is the simulation of Internet access within the gameworld. You can e-mail other users, download useful software, even hack into top secret sites. Or you could just change your desktop wallpaper and vote in the college popularity poll, because the idea is to provide background and bring *FM3* to life. The network expands as new territories sign up and more contacts get online.

Turn-based strategy games aren't renowned for raising adrenaline levels, but *Front Mission 3* looks set to apply its hypo-boost to the genre.

Sell and exchange parts and weapons for bigger and better kit using the built-in network where you can browse arms manufacturers' Web sites.



The Legend Of Dragoon

Time for yet another massive RPG epic in a mystical land.

Steve Polak tries to look as serious as possible while playing this dramatic effort from Sony.



Spanning four discs, *The Legend Of Dragoon* offers over 80 hours of play.

brutally by a bloke named Black Devil. However, things get even worse as the action unfolds. Dart has also fallen foul of the local militia, representatives of the Sandora Empire, who have visited his humble village and trashed the place totally. With a rather huge chip on his shoulder, Dart sets off with revenge in his heart and vengeance in his eyes.

All this introductory story is presented using some of the best full-motion video snippets ever seen in a PlayStation RPG, and the over-the-top orchestral score is also just perfect for a serious 'epic' like this. Indeed, you might say that the one thing *The Legend Of Dragoon* could do to perhaps be a bit more interesting is not take itself too seriously, as all the story elements in the game are very melodramatic and often clichéd as well. A few more humorous characters in the mix might have improved the quality of the predictable and rather traditional Japanese RPG narrative.

Certainly it is true to say that the many quests you go on and the characters you meet have a certain sense of déjà vu about them. That said, the plot isn't actually 'bad', it is just that hard-core Japanese RPG fans (that this game is most likely to appeal to) may feel like they have seen this sort of thing before. So how much you like *The Legend Of Dragoon* may depend on how much of a yearning you have to tread the familiar path so often taken by these sorts of games.

Back to the storyline, Dart discovers that to best seek his revenge he must become a superior warrior – a Dragoon. To do this and bring down the Sandora dynasty, he must find the six dragon spirits and companions that have the ability to use the powers these spirits invoke.

So it is time to wander the countryside, getting involved in various sub-quests, plot diversions and scuffles, while adding more characters to your party and building up your strength so that you can eventually come back and trash Sandora. In this sense the game is a typical RPG. However, the quality of the visuals and the full-motion video snippets may impress so much that you'll get drawn in by the predictable, but potentially compelling, yarn the game presents.

The combat system has an interesting new feature. Like most traditional Japanese RPGs, you have to wait your turn and then send your character to attack a foe in what is essentially a turn-based system. This makes you feel actively involved in the many battles you fight. Although it is relatively easy to throw in the additional

attack, it does add interest to the combat, keeping you on your toes as you have to time your additional input perfectly for the additional attack to be successfully added to a character's move. This feature keeps you more alert during combat, although it gets a little tedious throwing in the same, relatively simple, additional combo attack again and again.

As your characters get more powerful, they gain new special attacks, but they are triggered using the same extra button approach, so the gameplay doesn't become significantly more challenging. Eventually you do gain the ability to transform into a more powerful Dragoon (by stringing together additional special attacks during combat). Once this happens you have more powerful attacks and even some spells at your disposal, and you need to perform more complex button combos during combat to trigger them. This is a good thing.

Unfortunately combat is let down by the need to constantly defend against attackers. This is because you can heal when you defend successfully against an enemy attack. However, having to defend in order to heal takes the action out of combat and prolongs bouts considerably, especially when you are in combat with some of the bosses where you can take a lot of damage.

Overall, *The Legend Of Dragoon* is looking great and hopefully the combat dynamics are tweaked so you don't have to rely on defensive moves.

PSM OPINION

The visuals in this game may impress you more than a little bit.

The combat system is too reliant on defensive moves, and the game could have a few more original ideas.

Another solid looking RPG that delivers more of the same to fans of the genre. A good first effort for Sony, but it will need some tweaking if it is to take the likes of Square on and win.

"... in many ways it is impressive, from the full-motion video, soundtrack and in-game visuals to the high production standard..."

The visuals are amazing and the game features some of the most dazzling full-motion video PSM has ever seen.

PREPPLAY

STRIDER 2



Old meets new, as Capcom updates another classic for the PlayStation generation.

Publisher: Ozisoft | **Developer:** Capcom | **Release date:** July | **Origin:** Japan | **Style:** Arcade slash-fest | **Players:** One

Strider 2 attempts to please both arcade sentimentalists and modernists by providing two CDs – one featuring the original *Strider* and one containing a new game, *Strider 2*. It's easy to see the family resemblance – both games involve fighting your way across levels, hanging from ceilings, climbing walls and slashing all-comers. Yet, while *Strider* is flat and extremely simple, *Strider 2* branches out into pseudo-3D, taking you to castles, snowfields, bunkers and neon cityscapes. The overall objective, destroying legions of hostiles with a swipe of your laser-assisted sword, is the same, but *Strider*

2's action is quicker, slicker and more thoughtful. You have to nip behind missile launchers or use crafty diagonals to leap your way safely up a well-defended shaft. Wisely, Capcom isn't pretending *Strider 2* is anything more than a one-dimensional slash-fest. It has concentrated on making the backdrops, the enemies and the attacks look as impressive as possible. Huge hydrabots toast you with sheets of fire, cyborg mammoths stamp you to death under their metal-shod feet, and mechanical knights proceed to shish kebab you with their laser lances. To avoid such an inglorious end, Mr Strider has various

abilities at his disposal. He can go in all blades blazing, try a dash attack to cut a swathe through multiple enemies, leap over larger foes, or leap and swing off nearby scenery. This hanging move is especially well implemented. Our hero can cling to a helicopter gunship in mid-air while recklessly chopping away at its innards until the whole airframe comes crashing down in a fiery mess.

Capcom's re-animation does have a number of handicaps. It's nothing new, it's simplistic and, like many arcade-style games, may not last. But if one company can make old seem good as new, it's Capcom. PW

THE MISADVENTURES OF TRON BONNE



Dig deep enough and there's plenty of puzzling adventuring and shooting to get busy with.

Publisher: Ozisoft/Eidos | **Developer:** Capcom | **Release date:** July | **Origin:** Japan | **Style:** Action RPG puzzle | **Players:** One

Greed is good. That was the creed of the classic '80s soap *Dallas*, and by some bizarre twist of time, it appears to have been based on *The Misadventures Of Tron Bonne*. For the oil-mad Ewings read the gem-mad Bonnes, replace scheming JR with cunning Teisel and then cross Pamela with poisoned dwarf Lucy to get Miss Tron Bonne herself – a brunette teen vixen with robotic suits instead of shoulder pads.

If you remember *MegaMan Legends*, you might be familiar with the Bonnes, as they provided the foil for MegaMan's Patrick Duffy-esque charms. *Tron Bonne* mixes action,

role-playing and puzzle styles, so in some missions avoiding obstacles and enemies is required, while in others it's a question of interrogating locals and defusing traps.

Tron Bonne is basic gameplay offset by some wild and crazy touches. As you hunt for gems and direct your servbots by throwing beacon bombs at people, you do wonder what they were thinking. That there is some method to this madness is even more disturbing. As you delve deeper into the private lives of your servbots you discover that the little critters have individual personalities – grumpy, surly, loveable, dopey, sleazy and even some that

actually do what you tell them to do. Each mission boosts their attacks and brainpower, and finding specific items will give them the inspiration to perform new tasks. It's RPG-lite compared to the likes of *Final Fantasy*, but there's enough to keep your grey cells ticking over, if not exactly buzzing.

Where it could falter is in the control and presentation departments. Rotating using the shoulder buttons is annoying and everything looks a little dated. But there's more to the game than is initially apparent. Dig beneath the surface and you'll find there's plenty to get busy with. PW

VIB RIBBON



Proof that the majority of videogaming's most wonderful and original ideas come from Japan.

Publisher: Sony | **Developer:** Sony | **Release date:** August | **Origin:** Japan | **Style:** Musical puzzler/platformer | **Players:** One

Having created *PaRappa* and *Um Jammer Lammy*, Japanese game designer Masaya Matsuura is entitled to a little leeway when it comes to game ideas. Still, his mates must be wondering if he's gone too far this time with this bizarre platform-style music puzzler.

Vib Ribbon is as sure a sign of lunacy as you could hope to discover. The main character is a rabbit rendered in black and white vector graphics. Anyone who owned an obscure videogames console from the '80s called a Vectrex will feel instantly at home.

The gameplay is deliciously simple. As the rabbit called Vibri moves along the white line,

it encounters loops and shapes that must be negotiated by *PaRappa*-like joypad button presses. If you encounter a loop, you need to press **R1** in time with the music. A square shape demands a deft press of the **L1** button, while more outrageous shapes require finger-twisting button combos guaranteed to get the heart racing when you pull them off.

The course is determined by the music being played, and you're free to swap in one of your own music CDs. There are infinite levels to play, or at least as many levels as you have music tracks in your CD collection.

There are different difficulty levels, a

selection of mad Japanese tunes to jiggle to and Vibri even succumbs to Darwinism. He starts as a rabbit, but skilful play evolves him into a king with cape and crown. But if your fingers aren't quite so nimble, Vibri becomes a frog-like organism, then a crawling worm before he's finally put out of his misery.

Vib Ribbon is hilarious with friends and the retro graphics are incredibly refreshing. Experimenting with different music tracks is addictive and it's amazing how much depth such a simple concept offers. You won't be playing for hours at a time, but you'll certainly keep coming back for a quick boogie. JH

TERRACON



The textures could do with some sharpening but otherwise it doesn't look too shabby.

Publisher: Sony | **Developer:** Sony | **Release date:** August | **Origin:** Europe | **Style:** Action-adventure shoot 'em up | **Players:** One

Terracon is a change back to the science-fiction alien-blasting fun that brings back memories of tacky horror movies from the '70s where aliens take over the world.

Much like the similarly themed B-movie that was released last year, *Terracon* looks and plays very simplistically. Basically, you're in control of an alien who takes his orders from his deceased master through a *Star Wars*-esque video screen (think R2-D2's hologram projector and you're on the right track). Most orders involve lots of mindless shooting and destruction, although sometimes you'll need to use your noggin.

There are several tasks that you need to complete to clear each world, and most involve a lot of shooting, as well as some simple puzzles. Most of the puzzles require various power-ups or energy cells that you need to launch your spaceship. However, the main emphasis is on making sure you've got enough ammo in your gun and then laying waste to everything in your path.

At the moment *Terracon*'s graphics are nothing special, but with a bit of tweaking they could look quite nice indeed. Also, your enemies aren't exactly the most detailed creatures you'll ever find yourself destroying.

but there are enough of them to keep you interested.

One nice feature is the way the FMV that links each stage together is used. Instead of going for bad, almost-realistic-but-not-quite animation, *Terracon* instead uses its own slick graphics engine in the cut-scenes.

Terracon won't be the sort of game where you need to think too deeply to solve the puzzles, but you will need to think quickly when blasting alien scum. At this early stage the game looks like a very solid title, and with some graphical enhancements *Terracon* could be a surprise hit. EC

PLAYTEST

Once the L.A. Confidential case had been closed, it was on to the next case – investigating this month's release schedule. Again our agents risked life and limb to bring you this line-up of stealth, destruction, role-playing and more...

PSM ratings

For games that are near-perfect.
A must-buy.

- 8 Highly recommended, this is a great game to play.
- 8 Very good. Well worth considering as a title.
- 7 Not bad, but minor flaws mean we have doubts.
- 6 Fairly average. Not really worth purchasing.
- 5 The wrong side of average. We'd avoid it.
- 4 Looking pretty dodgy. Major problems here.
- 3 Very poor. Something has gone badly wrong.
- 2 Rubbish. An inept, short-lived game. Just crap.
- 1 Take CD from sleeve and use as coffee coaster.

REVIEWED

In Cold Blood	68
Destruction Derby Raw	68
Vagrant Story	70
Hogs Of War	72
Wipeout 3 Special Edition	74
Dragon Valor	74
Euro 2000	75
4X4 World Trophy	75
NHL Rock The Rink	77
Street Fighter EX2 Plus	78
Virus	79
The Guardian Of Darkness	79
Radikal Bikers	79
NHL Blades Of Steel 2000	79
Bugs Bunny: Lost In Time Platinum	80
Player Manager 2000	80
Ronaldo V-Football	80
V-Rally 2 Platinum	80
Driver Platinum	81
Toshinden 4	81

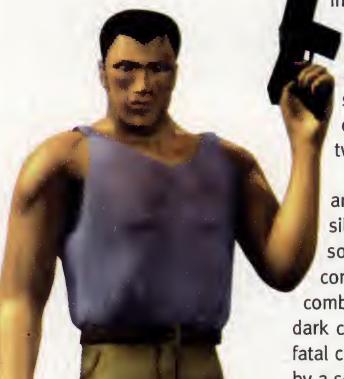
In Cold Blood

A growing number of developers are acquiring the cinematic services of scriptwriters, actors and orchestras. Holy Toledo, Batman, what next? Stunt doubles?!



P.Y.I.

Publisher:	Sony
Developer:	Revolution Software
Release date:	July
Origin:	UK
Style:	Action-adventure/stealth
Price:	\$69.95 (NZ\$99.95)



WHY NOT TRY...

Metal Gear Solid	10/10 PSM 32
Syphon Filter 2	9/10 PSM 33
Urban Chaos	8/10 PSM 34

VERDICT

8

GRAPHICS
GAMEPLAY
LIFESPAN

- 8 Superb – stunning backgrounds and unique light and shadow effects.
- 8 Yes, it is hard... But don't give up. It's meant to be tough.
- 6 Some may never reach the end.

The Hollywood touch is already evident in games like *Metal Gear Solid*, *Fear Effect*, *Silent Hill* and the *Resident Evil* series where the dynamic use of camera angles, fully orchestrated soundtracks and heavily scripted narratives provide a truly film noir experience. Revolution Software is another developer to add the Tinsel Town touch to its latest title, *In Cold Blood*, and sees the company stray from its previously successful point-and-click style adventure games like the *Broken Sword* series. This new title comes in the form of a hi-tech action-adventure with plenty of sneaking around and bullet dodging.

Disguised as a seemingly simple, straightforward plot at first, the story is set in the near future. The CIA calls for the assistance of the British Secret Service's M16 to try and locate an agent they lost contact with while on a mission to investigate a uranium mine in Volgia – a fictitious region of the USSR. Taking on the role of M16 agent John Cord, the story unfolds through a series of flashbacks that Cord experiences as he is interrogated under less than friendly circumstances. How he came to be in this situation is not immediately clear – the only thing he does recall is that he was deceived, but he doesn't remember by who or why.

As the narrative unfolds through seamless transitions of fully rendered cut-scenes and gameplay, so does information about Cord, along with a whole host of other characters he comes into contact with. These range from allies offering directions and advice on the dangers ahead to enemies he manages to trick into believing he is someone other than an undercover agent. And then there are the enemies who just want to shoot first and ask questions later. Contact with every possible character is essential in discovering and solving many of the twists and challenges set out in the game.

The gameplay essentially combines the art of exploration and combat; however, any use of force should be limited to silent attacks, or the use of a firearm only when it's necessary, so as to avoid detection. The enemy guards are very alert and come from all corners at the slightest hint of gunplay. Most combat scenarios will see you sneaking up behind your foe from dark corners and corridors and knocking them out cold with one fatal chop to the back of the neck, which should then be followed by a search of the body for any useful items. Collecting and using items is yet another task Cord must perform in order to solve puzzles and complete missions.

The controls at your disposal enable Cord to walk, run, duck, sneak, punch, draw a weapon and fire it (although shooting on the run is not possible), as well as interact with the surroundings by activating objects such as switches, doors, ladders, draws and various other pieces of equipment. With key objects often disguised as part of the background, Revolution has introduced a subtle yet

handy feature that makes the agent's head track onto any relevant objects as he passes by.

The adventure is spread over two discs and covers nine interconnected missions spanning a variety of environments, including a uranium mine, land train, island, submarine and a variety of hi-tech buildings. Each mission contains as many as 60 different locations to work through, making for literally hundreds of highly detailed scenes, of which many will be required to revisit during the game. While the first seven missions are spent with the agent recalling flashbacks of his recent encounters, time eventually catches up to the present, at which point Cord works out the person that betrayed him, causing him to be incarcerated in the torturous way he is. The final two missions are spent in real-time as Cord realises there is much more at stake than his original rescue mission, and he must put a stop to the merciless mastermind behind the plan to set off a global nuclear holocaust.

A unique addition to Cord's kit of gadgets, and a key interactive element to the game, is his wristband-style Remote Entry Mainframe Override and Recall Assistant, or REMORA as it is more commonly referred to. This lets Cord tap into enemy computer terminals, enabling the control of such things as security door override systems, automated weapons and communication links. It's also capable of scanning areas ahead for enemies and other dangers. The final must-have option for any agent is an online database to store and retrieve every bit of information that is uncovered. The rest of Cord's kit (during various stages) contains items such as electromagnetic pulse mines, a bomb reset probe, explosives detonator, medical boost pack, extra ammunition and a lighter (of course).

In near perfect execution, Revolution has attempted to package an intense game of pure espionage, using stunningly rendered graphics, advanced AI and a twisted plot.

There are only a few shortcomings. The first is the clumsy control of the character, which is particularly noticeable in wide-panned out-shots where the agent's tiny size often results in guesswork instead of pinpoint accurate movement. The game also suffers from several graphical glitches, where your agent can actually walk straight through other characters, and there are some nasty clipping effects when you're close to objects such as doors and walls. While none of these makes the game entirely unplayable, the thing that might is the fact that it's extremely complex.

If the 'death after every door' doesn't get you, and the 'three days of playing without a toilet break' isn't a shock to the system, the barrage of engrossing puzzles is set to test even the most experienced gamers. Think you're up for a challenge? Then don't go past this truly unique gaming experience.

Mike Wilcox



This stealth 'em up manages to successfully build on the genre with a refreshing new angle. The year's most challenging game. Possibly too challenging.

IN COLD BLOOD





Destruction Derby Raw

Raw! What is it good for? Absolutely nothing... Well, wreaking vehicular havoc etc. Four-player challenge, anyone?



E.Y.I.

Publisher:	Sony
Developer:	Studio 33
Release date:	July
Origin:	UK
Style:	Smash 'em up derby
Price:	\$89.95 (NZ\$79.95)

If there is one thing that's missing from most racing games, it's the opportunity to wreak sheer bloody hell on your car. Sure, *Gran Turismo 2* is the most accurate simulation of real driving ever, but crashing usually means just bouncing off the scenery. You can't shunt the other cars off the top of a skyscraper. Or elbow your way through a gridlock with a sideways handbrake-skid into the front pack of filthy road-hoggers. Or tear-arise around an open arena crunching and smashing and drooling and lopping the bonnets off the sightseers.

Given the success of *Destruction Derby 1* and *2*, it's surprising that it has taken nearly four years for a third game to appear. But with Reflections leaving to concentrate on *Driver* and the *DD* licence swapping to Studio 33, the *Destruction Derby* franchise not only has to live up to its predecessors, but also the *Gran Turismo* brothers.

Thankfully, *Destruction Derby Raw* is far from a lazy cosmetic update. It's a much more rounded racer with heavy, inspirational nods to both the sensible, career-building aspects of *GT* and the adrenaline-fizzing recklessness of *Driver*. The games market now values realism and simulation above all else, and for the most part, *Destruction Derby Raw* manages to meet these criteria.

There are a host of play options in the game spread over a commendable 31 tracks (including mud, snow, grass, sand and

it explodes? The difference is that the longer you hold on to the bomb, the more points you get.

The best of the multiplayers is Skyscraper. Trundle carefully around the roof of, erm, a skyscraper, clunking rivals off the edge. Last man up top wins. The catch? Stray too near the drop and the computer cars (and, presumably, human opponents) will gang up to shove you off. Obviously, the more cars the madder, but it's best with just one or two mates.

The less competitive-minded should go for Assault – a team-up option which sees your customisable car shadowing a computer-controlled Jeep (strong but slow) shepherding it to the finish line and fending off player two's attempts to mess it, while ideally doing him some damage.

There's a season mode included, which enables you to earn money to buy new cars – of which there are 24, including seven bonus cars – or upgrade your current one. This is quite a leap from the paltry selection of vehicles available in the first two games. The cars are now equipped with a handbrake, allowing for that all-important tight cornering. Better still is the complexity of the car models. The damage you're able to wreak is astonishing – bonnets flip up, tyres burst, side-panels flip off, engines catch

"...cars react to the damage realistically, and you'll frequently find yourself limping over the finish line, past the burning shells of your opponents, with no discernible steering control"

tarmac). Most of these tracks are racing circuits of varying fiendishness, while some are large open areas (forests, multi-storey car parks, even claustrophobic sewage tunnels) where the aim is nothing more cerebral than grinding the other cars into scrap metal, while attempting to be the last driver standing.

It's par for the course with racing games these days, but we're talking modes. Many, many modes. The most Memory Card-friendly is Smash – buy a bog-standard car out of your start-up stash, upgrade and race it around an increasingly twisty series of tracks. Points are picked up from both stunt-based clangs into opponents and eventual finishing position. After each race the points are converted into cash, which can be used to soup-up your battered banger. The trick is to draw a balance between racing and wrecking and, since you can't progress without a vaguely roadworthy car, you have to keep coughing up for the damage. Not enough pennies earned to revive your write-off? Game over. The extra joy in Smash mode lies in customising to the max and then whizzing your Memory Card round to a mate's house to transfer the beast into one of the multiplayer modes...

Pass Da Bomb is your standard game of auto-tick. One car is always carrying a time bomb, which is passed on in a collision. Any idea what happens to the last man holding the bomb when

alright, and oil spills out of shredded brake lines. Naturally, cars react to the damage realistically, and you'll frequently find yourself limping over the finish line, past the burning shells of your opponents, with no discernible steering control.

It all runs surprisingly smoothly, with no pop-up and suitably-fiendish track design – lots of crossovers, jumps, secret routes, banked corners... The graphics engine has been overhauled, with real-time shading, seasonal quirks and a much more convincing level of track detail – more hi-res, more class.

As the *Raw* suffix in the title suggests, Studio 33 has applied a wrestling-style sensibility to the gameplay. You're able to string combo moves together, wrecking cars in a variety of viscerally gratifying fashions, with on-screen indicators informing you that you've just performed a Bone Cruncher, Jaw Breaker or Face Slapper. And, perhaps best of all, *Destruction Derby Raw* finally includes the four-player option that the series has always been crying out for. Suffice to say, the aggressively manic gameplay makes this one of the most essential multiplayer games around.

All in all, it's difficult to fault *Destruction Derby Raw*. Graphically it's bang-on, and the gameplay – though not for sim purists – is everything the franchise has promised to be since its inception.

Paul Rose & Andy Lowe



WHY NOT TRY...

Twisted Metal 2	9/10 PSM 3
Destruction Derby 2	8/10 PSM 2
Demolition Racer	7/10 PSM 31

VERDICT

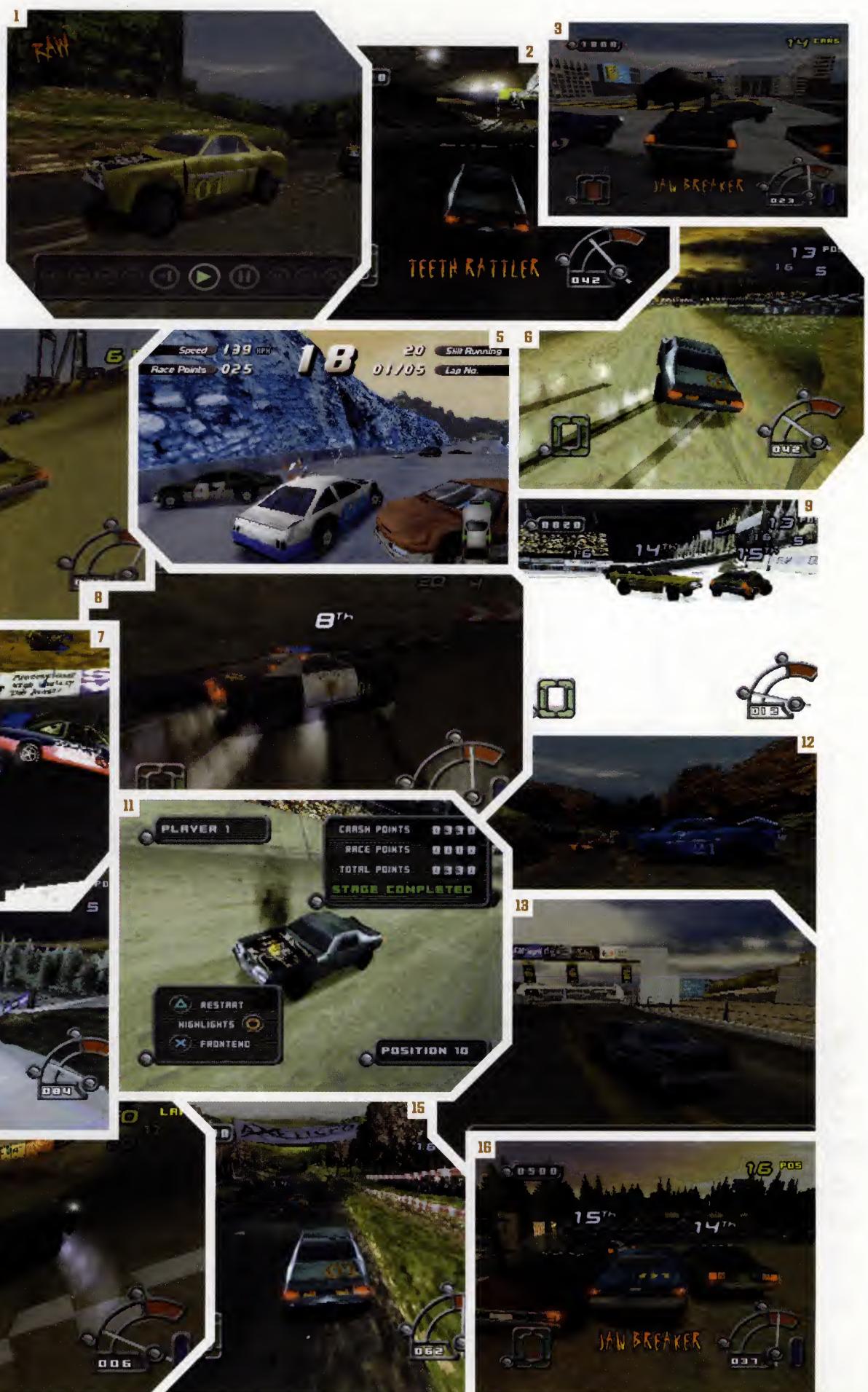
8

GRAPHICS
GAMEPLAY
LIFESPAN

- 8 Never has crashing your car looked so appealing.
- 8 Tons of variety and a superb four-player mode.
- 8 Thirty-one tracks? That'll do it.

Everything you wanted from a third *Destruction Derby* game – 31 tracks, 24 different cars, upgrades for your existing motor and the obligatory range of lethal crash moves.

- 18** Some arenas are set atop skyscrapers. Hammer on the gas with too much verve and you'll 'take' to the air.
46 Pulling fat rear-end slides isn't just for show, y'know. Some tricks and smeehee rely on masterin the move.
78 As you'd expect from any self-respecting racing game, there's a meaty selection of motors on offer.
10-18 There are simply oodles of tracks on offer, and all are cunningly designed to make vehicular carnage the order of the day.
146 Probably the best multiplayer option in any racer, ever.



Vagrant Story



E.V.I.

Publisher:	Sony
Developer:	Square
Release date:	July
Origin:	Japan
Style:	Role-playing game
Price:	\$79.95 (NZ\$TBC)

Fresh, invigorating, high-inducing, but potentially lethal to your social life in large doses, *Vagrant Story* won't be to everybody's taste. The early fan-group tag of *Medieval Gear Solid* turns out to be especially misleading, and anyone expecting stealth kills with cold steel should look elsewhere. Otherwise, what it delivers is nothing short of glorious.

Set in an original fantasy world with a Renaissance flavour but modern political sensibilities, *Vagrant Story* opens with a hostage crisis. Enter Ashley Riot – which is you – a VKP Riskbreaker Agent with an uncertain past and first-class honours in windpipe-snappage. Riot moves with unexpected speed, skill and determination, and the game itself feels instantly familiar. You explore its hundreds of rooms by killing enemies, discovering keys, solving simple block-based puzzles and acquiring better kit. There's even a spot of 3D platform-jumping to do. But it's also unusual, because you've never seen so many different elements drawn together so effectively.

The cinematic moments that tie the game together are all 'engine' cut-scenes and every one packs a dramatic punch into brief, revelatory exchanges. And if the use of comic-book speech bubbles instead of speech seems a little hollow at first, the strength of this visual style is such that you wonder if dubbed voice-actors might not have ruined the atmosphere of a translation.

"Not only do you make your own combos, but you also learn to include effects such as restoring a few points to your health bar or silencing an enemy to prevent their use of magic"

And how lush? Frequently you'll switch to the paused first-person view just to marvel at a gorgeous, tiny detail like a gushing waterfall or swinging street sign, but there's some integrity to this three-dimensional world that provides other neat touches. You may dive behind a wall to see an axe-blade aimed at your head clang against stone, or use an enemy soldier as cover and thus start a panicked in-fight as a crossbow bolt finds him instead.

The real innovation, though, is in the fighting. To attack an enemy you draw your weapon and effectively freeze the action. You can then manipulate the camera to examine your foes in 3D and a spherical grid shows the range of your attack. Finally, you strike the enemy by targeting a specific body location. Damage to the shield arm weakens defence, for instance, while a headshot can prevent the victim uttering the words to cast a spell. This pause battle feels rather cheap and primitive at first, because it's not until the second boss that Riot starts to recover his true fighting skills, but once you do, the full depth and inventiveness starts to reveal itself.

See, what you have here is a combat system undeniably influenced by *PaRappa* and *Tekken*. As with Squall's Gunblade in *Final Fantasy VIII*, the way to extend an attack is to hit a combo button on the instant the hit connects. This makes Ashley perform another swipe, and if you get the timing right again with a different combo button, you can extend the attack for a third hit and so on. This simplicity is surprisingly addictive – the timing gets harder as the chains grow more ambitious, while your risk meter starts shooting through the roof when you get carried away. Not only do you make your own combos, but you also learn to include effects such as restoring a few points to your health bar or silencing

an enemy to prevent their use of magic. Those same buttons can be assigned defence moves, too.

Like a *Tekken* counter-move or a beat 'em up combo-breaker, hit the right button when you're attacked and you can reduce the damage, reflect a spell or even absorb its magic points. An optional "I" flashes on-screen to tell you exactly when to tap, which helps you learn the timing, but you'll soon ignore it in favour of watching the animation and listening to the sound effects.

Game balance is provided by the risk meter, which rises whenever you make use of the special moves. A high-risk reading reduces your chance of hitting successfully, while making it easier to get hurt in return. If you're not clever and don't pace yourself you may even have to retreat, allowing your risk to fall while your health recovers.

You can also try your hand as a blacksmith. Lea Monde's workshops let you combine blades or bits of armour to forge new items or reinforce old favourites. The various properties of the components will be added, too, so a sword that's effective against the undead will retain its zombie-splattering bonuses even if you decide to work it into a crossbow or a mace.

In fact, the workshop can become so addictive that churning out new weapons and testing them can add days to the game's

completion time. Unfortunately, you often need to access the Memory Card for your stored inventory, slowing down the otherwise slick interface. But the game is generous with information, providing built-in manuals and text information on every statistic, so intelligent players who delve into the strategic abyss shouldn't be too nonplussed by their plummeting descent to hardcore hell.

It's not the 40/40 perfect game that Japan's respected *Weekly Famitsu* magazine claimed, though. There's too much item-swapping and menu-trudging to do, despite some neat controller shortcuts. Agent Riot isn't weighted convincingly enough for some of the platform action, leaving him feeling slightly floaty. There are some over-decorous areas (the Snowfly Forest, especially) where it's almost impossible to see what you're doing because of the perspective. And the system contains a few unbalanced powers that, once spotted, can make certain battles slightly too easy.

Vagrant Story remains an oddity. The block puzzles, the third-person perspective and the animated 3D enemies will all be instantly familiar to regular gamers, but the reflex-based combat is truly inventive. There are probably too many strategic role-playing trappings for most pure action fans, but those with RPG leanings will find *Vagrant Story* to be one of the highlights of the PlayStation's line-up.

Zy Nicholson



You can see bulges of both newborn and ancient game designs writhing together in the distended belly of this serpentine cinematic plot, but it's still an RPG under those action game scales.



WHY NOT TRY...

<i>Final Fantasy VIII</i>	10/10 PSM 28
<i>Grandia</i>	8/10 PSM 31
<i>Saga Frontier 2</i>	7/10 PSM 32

VERDICT

9

GRAPHICS
GAMEPLAY
LIFESPAN

- 10 The hardware can't be pushed any further than this.
8 An addictive RPG that borrows from action games.
7 You could rush through it, but you'd miss all the depth.



dual shock



memory card



number of players





Hogs Of War

The Young Ones' Rik Mayall, heavy weapons and more pork gags than a butcher's convention...



P.Y.O.

Publisher:	Ozisoft
Developer:	Infogrames
Release date:	Out now
Origin:	Europe
Style:	Pig warfare
Price:	\$69.95 (NZ\$99.95)



WHY NOT TRY...

<i>Worms Armageddon</i>	8/10 PSM 30
<i>Bomberman</i>	7/10 PSM 24
<i>Tombi 2</i>	8/10 PSM 35

VERDICT

8

GRAPHICS
GAMEPLAY
LIFESPAN

- 7 Not special, but functional and comfortable.
- 8 Big gun fun, with strategy and character progression.
- 8 Top multiplayer larks for up to four.

Some longevity is added by enabling you to promote your swine. As your rank-and-file rack up the kills, you're awarded promotion points that can then be spent on your troops before missions. Each hog you choose to promote can be taken down one of four different training paths, so you'll be able to mould them into engineers, bombardiers, medics and so on. Each successive promotion furthers their specialty, so, for instance, heavy weapons troops become pyrotechnicians. And it's more than just a fancy job title – your beefed-up porkers sport more advanced weapons and gain more health as they climb the ladder. Assigning rank and specialising your troops means that you can handcraft your own balanced team of hogs. Alternatively, you could make them all bombardiers and blow the trotters off any squealer that comes your way – the choice is yours.

Technically, the game works as well as you need it to. The graphics are fine, the game engine's pretty solid, and things trot along at a fair old pace. A bit more effort could've been made with the explosions, but hey, we can't have everything. The news report cut-scenes are pretty good, too. But it's the little details that'll make you really smile – the way in which, for example, your troops lose their mobility the more they get damaged. Or the fact that scouts don't show up on your radar due to their stealthy ways.

Alright, so basically it's *Worms Armageddon* with a few more pounds of flesh stapled on, but that's no bad thing. And frankly, you'd be hard pushed to find a four-player game that's this much fun and doesn't require a MultiTap. *Hogs Of War* will tweak your tail and make you squeal with joy.

Al Bickham



Surprisingly tactical roaster that happily blends character growth with action and panache. Lacking a bit in visual flair, but Rik Mayall's videogame debut could've been a lot worse.

Wipeout 3 Special Edition

Wipeout Fusion looks set to launch not long after the PS2, but the wait has been made less painful with *Wipeout 3 Special Edition*.

There's a bit of a surprise treat. *Wipeout* fans are no doubt dribbling in anticipation of *Wipeout Fusion* on the PlayStation2 (which is looking unbelievably good), but then again, everyone's dribbling in anticipation of the PlayStation2 full stop. We've still got a few months to go however, so it is good to see some solid PlayStation games emerging in the interim.

Wipeout 3 Special Edition is not called *Wipeout 4* for a very good reason – there's not a hell of a lot of new stuff here for those of you who are long-term fans. However, if for some reason you've never seen or played a *Wipeout* game (you have obviously been living in Antarctica), then run – don't walk – to your local store and buy this game.

This is combat racing at its best and there are no cuddly cartoon characters in sight – you're racing blindingly fast anti-gravity craft through fiendish tracks. The soundtrack is also in a league of its own – if you like English house/techno in the vein of Underworld and Chemical Brothers that is – and truly enhances the frantic racing action. The slick graphic design and stunning visuals complete the package.

"The *Special Edition* bonus is that it includes a Classic League of tracks from the original game and *Wipeout 2097*..."

The *Special Edition* bonus is that it includes a Classic League of tracks from the original game and *Wipeout 2097*, all rebuilt using the stunning *Wipeout 3* graphics engine. The Classic League features such old favourites as Talon's Reach, Altima VII, Sagarmatha, Phenetia Park, Terramax, Gare D'Europa, Odessa Keys and Arridos. Of course, there's also the *Wipeout 3* League tracks of Porta Kora, Mega Mall, Sampa Run, Stanza Inter, Hi-Fumi, P-Mar Project, Manor Top and Terminal.

All the Prototype tracks from *Wipeout 3* are also included and of course split-screen competitive racing is an option (it wasn't in the original or *Wipeout 2097*), with the added Link-Up ability to expand the action to four players. There's a variety of challenges that can make the game more than just first-past-the-post and there are so many classes and teams that to master all the craft on offer is a lengthy (but highly enjoyable) process. Fans will no doubt already have their favourite team – Auricom, Pirhana, Qirex, AG Systems etc – but newcomers have a whole lot of territory to explore.

The best news is that this is another one of Sony's new cheaper-priced games, so even if fans would have seen most of this before, it's not too much of an outlay. The best anti-grav combat racer around... Until *Wipeout Fusion*.

Stuart Clarke



E4.1

Publisher: Sony

Developer: Psynopsis

Release date: July

Origin: UK

Style: Futuristic racing

Price: \$49.95 (NZ\$49.95)

18 *Wipeout 3 SE* features Classic League tracks from *Wipeout* and *Wipeout 2097*...

45...A bonus purchase for anyone who doesn't own any of the *Wipeout* games.

87 There isn't much on offer for diehard fans other than adding *SE* to their *Wipeout* collection.

88 For newcomers, there's single races, tournaments, time trials and challenges.

WHY NOT TRY...

Rollcage Stage II	9/10 PSM 33
N-Gen Racing	8/10 PSM 35
Hydro Thunder	7/10 PSM 35

VERDICT

8

Not enough added extras to make this a must-have for *Wipeout* fans. However, if you've never played *Wipeout* before, this is the one to get.

GRAPHICS

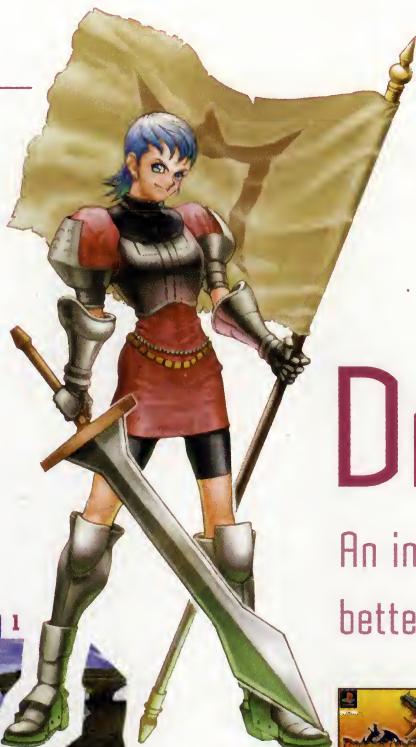
9 Fast, fluid and ultra-stylish.

GAMEPLAY

10 Unbelievably good – enough said!

LIFESPAN

7 Fans would have seen most of this before.



Dragon Valor

An interesting new offering from Namco, a company better known for its high speed racing games.



1



2



3



4



5



6



7



E.Y.I.

Publisher:	Sony
Developer:	Namco
Release date:	July
Origin:	Japan
Style:	RPG/beat 'em up
Price:	\$49.95 (NZ\$49.95)

WHY NOT TRY...

Final Fantasy VIII	10/10 PSM 28
Grandia	8/10 PSM 31
Fighting Force 2	8/10 PSM 30

12 Each chapter features a different adventure starring one of the *Dragon Valor* bloodline.

35 Dragons, unsurprisingly, are your main foes. Employed as end of level bosses, they're hard to defeat due to their sheer size and variety of attacks.

67 The obvious Americanisation of the dialogue may not endeare *Dragon Valor* to Australian audiences.

This adventure game is an enjoyable hybrid, part *Final Fight*, part *Crash Bandicoot* and with a dash of *Final Fantasy* thrown in for good measure. *Dragon Valor* is essentially a beat 'em up adventure where you play the plucky dragon hunter Clovis. Clovis has a beef with all dragon-kind because his sister was attacked and taken by one of the winged serpents, so revenge is very much on his mind.

If you want action, with a bit of magic oriented combat and plot development thrown in for good measure, this game is a hearty offering. Clovis has a number of fairly basic but versatile moves at his disposal. He can simply swing his sword or use it in powered-up charge attacks.

Clovis can also cast defensive and attacking spells, and there are some nifty combination moves that you can string together as you become more experienced in combat. This makes combat more than a simple affair, as you can use a number of techniques to deal with earthbound or airborne opponents who are going for you with melee or long-range missile attacks.

Dragon Valor is fun to play because it is a real instant 'fast food' gaming experience. Virtually anyone interested in a Tolkien-esque fantasy adventure can pick up their controller, begin wandering around the levels, and start slashing bad guys like a professional. This game is a delight to pick up and play. Indeed, if there was a criticism to be levelled at *Dragon Valor* it would have to be that hardened action veterans may find the game a tad too easy at first. This minor issue is rectified later in the game when precious health power-ups are rare, and nimble hard-hitting enemies are around every corner.

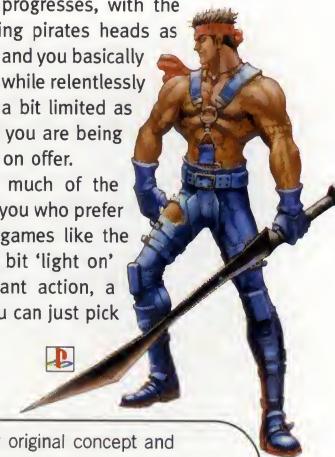
The game is presented in 3D, and the visuals are very colourful and most reminiscent of titles like the Nintendo 64 game *Zelda*. Your enemies vary from dumb wolves, magical sprites and grunt soldiers to massive dragons and quick ninjas. The end of level bosses, like the dragon you fight at the end of the first stage, have lots of attack modes, and you will have to be dexterous and prepared to persevere should you wish to prevail.

The world you are playing in is full of different looking locations to visit, and like all fantasy games you can also do a bit of shopping to sell valuable goods you have acquired or buy provisions for your next foray out into the wild. The shopping screen is a bit ponderous and you can waste a lot of time there, which is annoying, as things take too long.

The places you visit are also well constructed in 3D and the game uses colour liberally. During your adventures you will pick up special items that enhance your power, as well as new magical spells, and the game makes a passable attempt at hiding extra bonuses to keep you inquisitive. You also get to control other characters as the adventure progresses, with the second chapter in the game seeing you busting pirates heads as Kodel, Clovis' son. That said, the levels are linear and you basically have to sweep the play areas looking for objects while relentlessly moving forward. In this sense *Dragon Valor* is a bit limited as there is no unfettered exploration and you feel you are being very strictly led by the nose through the levels on offer.

Also, the simple combat driven nature of much of the gameplay is perhaps a bit limiting, and those of you who prefer the character development of more involving games like the *Final Fantasy* series will feel *Dragon Valor* is a bit 'light on' in the substance department. Still, if you want action, a pleasantly engaging plot and a simple game you can just pick up and play, *Dragon Valor* is a good effort.

Steve Polak



VERDICT

7

GRAPHICS
GAMEPLAY
LIFESPAN

- 7 Colourful and the game has a good 3D camera.
- 7 Simple but rewarding, as long as you like bashing things a lot.
- 7 A decent size but easy to get through at the same time.

Dragon Valor isn't an overly original concept and there could have been more variety, but it is still a good simple action fix.

13 If you're not keen on playing left to right you can opt for an end-to-end camera mode, or even a bird's-eye view from the tower.

4 Fool your opponent by pointing the arrow in one direction and kicking in another.

5 Instant replay feature some great camera angles.

6 How to make a complete arse of yourself in front of the mourning opposition...

8 The tension of the match shows off those new faces to good effect.



Euro 2000

Another update, another license frenzy, but it's still fabulous post-pub entertainment, and difficult to fault.

As if having one of the best-selling games each Christmas wasn't enough for EA Sports, it has gone and got *Euro 2000* in the bag, too. But surely even the Canadian developer's expert teams can't make that many changes to a football sim in about eight months.

Euro 2000 may have a new opening video, a different overpaid striker on the cover and a new thumping soundtrack, but if you've played any of the recent *FIFA* games, it's instantly familiar. The control system is the same, the graphics are identical, and the commentators have gone through the motions once again (another contracted just to say a few different team names).

Some people worship *ISS Pro*, others swear by *FIFA*, but despite simulating the same sport, they're entirely different games. *ISS* is far trickier, which makes it a great single player challenge. But *FIFA* (sorry, *Euro 2000*) is ideal for multiplayer battles because

There are three difficulty levels, with Amateur being a shamefully straightforward affair. Scores of 12-0 are possible in just eight minutes of play. Step up to the middle Professional level, however, and it should keep you sufficiently frustrated for the next couple of weeks—at least until you've mastered the nuances, or more accurately worked out what tricks beat the computer-controlled players.

In open play *Euro 2000* is very satisfying and looks fantastic. It seems very fair, with your team-mates moving well to find space. Tackles work nicely, but it's also possible to position your body to fend them off. Sprinting is de rigueur, but the players tire quickly, so you can't dribble forever. But when it comes to set plays, *Euro 2000* can be very frustrating. Corners, in particular, are horrendously difficult to defend and tend to be the greatest cause of goal seepage. The problem is that when the ball is in the air it's very

“...when it comes to set plays, *Euro 2000* can be very frustrating. Corners, in particular, are horrendously difficult to defend and tend to be the greatest cause of goal seepage”

anyone can pick it up and score. *Euro 2000* flatters the player. Like a beat 'em up, you can practically stab the buttons at random and something good will come of it. As you hit the shoot button you accidentally touch one of the shoulder buttons and the striker spins, flicks the ball over the head of a defender and volleys it into the corner of the net. It looks lovely and you really wish you could remember exactly how you did it.

As a result, *Euro 2000* doesn't really stand up to too much cross-examination. At times you feel as though two computer-controlled teams are playing against each other and you're only subtly influencing the outcome. Nevertheless, it is possible to string together a series of moves, react quickly to passing opportunities, and place the perfect strike.

difficult to predict when it's going to reach head height. If you're attacking, corners or free kicks are easily squandered.

This aside, *Euro 2000* is a sumptuous football game, easy to pick up, and full of style. It's not markedly different to *FIFA 2000* – a training centre where you can learn basic and advanced skills is particularly welcome – but it is official, which means that you can play along to the championship, including the qualification process from the last couple of years. Accurate handling of bookings and suspensions means that you can't be too reckless, either. But gone is the familiar chart music and in is an atrociously wet soundtrack by Paul Oakenfold, and if you already own *FIFA 2000*, there's not an awful lot that's new or improved.

Steve Owen

Plays smoother, looks better and has a brand new license, but if you have *ISS* or *FIFA* and you're happy playing with international squads, stick with what you've got.

GRAPHICS

GAMEPLAY

LIFESPAN

9 Just the odd glitch in an otherwise fine performance.

7 Still a little too generous with the footwork.

8 Should keep you going through the winter.



E.U.I.

Publisher:	EA
Developer:	EA Sports
Release date:	Out now
Origin:	Canada
Style:	Soccer sim
Price:	\$79.95 (NZ\$79.95)



WHY NOT TRY...

ISS Pro Evolution 10/10 PSM 32

UEFA Champions League: Season 99/00 8/10 PSM 34

FIFA 2000 7/10 PSM 30

VERDICT

8



- 1-3** For once the location of the courses really does affect the races themselves. Honest.
4-6 You're stuck with your chosen vehicle for all the races in any one cup, but then so are your opponents.
7-10 Each off-roader has its pros and cons – it will perform well in some races and poorly in others.

4x4 World Trophy



P.Y.J.

Publisher:	Ozisoft
Developer:	Infogrames
Release date:	Out now
Origin:	UH
Style:	Racing
Price:	\$79.95 (NZ\$99.95)

A racing game that gets off the beaten track where you sit up high and the thrill factor is low...

Four wheel drives. Essential working vehicles for some, posing lifestyle accessories for others. What they're clearly not intended for is racing – except, of course, in those states of the US where Darwinists are still routinely lynched. But the potential's there for a great game, isn't it? Just imagine, a garage full of monstrously powerful, real-life mud pluggers ripe for modification, and a set of tracks with terrain so outlandish it belongs on a heavy metal album cover... Hey, this might work.

Might. For while Infogrames has given *4x4 World Trophy* a satisfying roster of off-roaders – from Wrangler Jeeps and pickups through to Land Rovers, Cherokees, Xterrars and exotica such

as Hummers and *Mad Max*-style karts – the core driving is something of a letdown. That's not to say it's especially bad, it's just not wholly convincing. It does do some things very well, and its mix of circuits and tracks largely succeed in creating a genuinely different racing experience.

4x4 World Trophy is at its best when scaling the vertiginous heights of the Yucatan, Mount Fuji and the Canadian Rockies. You really feel like you're battling against the landscape, clawing your way up slopes, then skeetering dangerously down again, always

"Clip a bit of scenery and occasionally you'll bounce off, only losing a small amount of speed, while at other times you may come to a crashing halt, or skid around the track..."

as *Hummers* and *Mad Max*-style karts – the core driving is something of a letdown. That's not to say it's especially bad, it's just not wholly convincing. It does do some things very well, and its mix of circuits and tracks largely succeed in creating a genuinely different racing experience.

4x4 World Trophy is at its best when scaling the vertiginous heights of the Yucatan, Mount Fuji and the Canadian Rockies. You really feel like you're battling against the landscape, clawing your way up slopes, then skeetering dangerously down again, always

up. Then there are the patches of track that your wheels get caught up in. Mud, snow, gravel and water are all visible, but there are problem areas that aren't. Slowing right down for no apparent reason can feel a little unfair.

Three divisions, including multiple cups and an arcade mode are on offer, but the frustrating driving will get you every time. The heart may say *Gran Turismo* with knobby tyres, but the head says dull bits in *Ralph* till the pics of the saucy girls appear... **Chris Buxton**

WHY NOT TRY...

<i>Gran Turismo 2</i>	10/10 PSM 31
<i>Colin McRae Rally 2.0</i>	9/10 PSM 33
<i>Test Drive 5</i>	7/10 PSM 18

VERDICT

5

GRAPHICS
GAMEPLAY
LIFESPAN

Mountains great, flat bits dull, vehicles okay.
Can be fun, but at the whim of the iffy driving engine.
Cups galore, modes aplenty and well-graded difficulty levels.

An ordinary racer that promises much, but can't deliver. Going up and down the mountains is exhilarating, but going around on the flat is plain frustrating.

NHL Rock The Rink

Slapstick meets *NHL Blitz*? Bring it on...

Perhaps recognising that NHL games contain too many tacky American rock tracks as it is, EA Sports has rather generously decided to warn you in advance by providing a hint in the title of its latest ice hockey sim...

While there are a shocking number of identical-looking simulations of the sport out there on shop shelves, *NHL Rock The Rink*, as the name might suggest, is a bit 'wacky'. Forget the rules, because you're encouraged to play the game as you'd actually like to play it – tripping up opponents, starting fights, distracting the goalie with a sharp rap of your stick while a team-mate scores, and performing some ridiculously over-the-top manoeuvres. The image of rebellion, anarchy and balls-out freedom is enticing, right up to the moment the game starts playing the latest song from recent voice-breakers Hanson. Hmm.

It's meant to be old-school hockey (well, US inner city gang-related old-school) and it sees a return to the old rules, which seem to consist solely of the first team to score five goals wins. And that's it. And with this premise *Rock The Rink* is intriguing, as a team of four attempts to bully the puck into

"Forget the rules ... you're encouraged to play the game as you'd actually like to play it – tripping up opponents, starting fights..."

their opponent's goal. (And if you're wondering about the NHL tie-in, there are some NHL teams in there that aren't quite so good at being bad.)

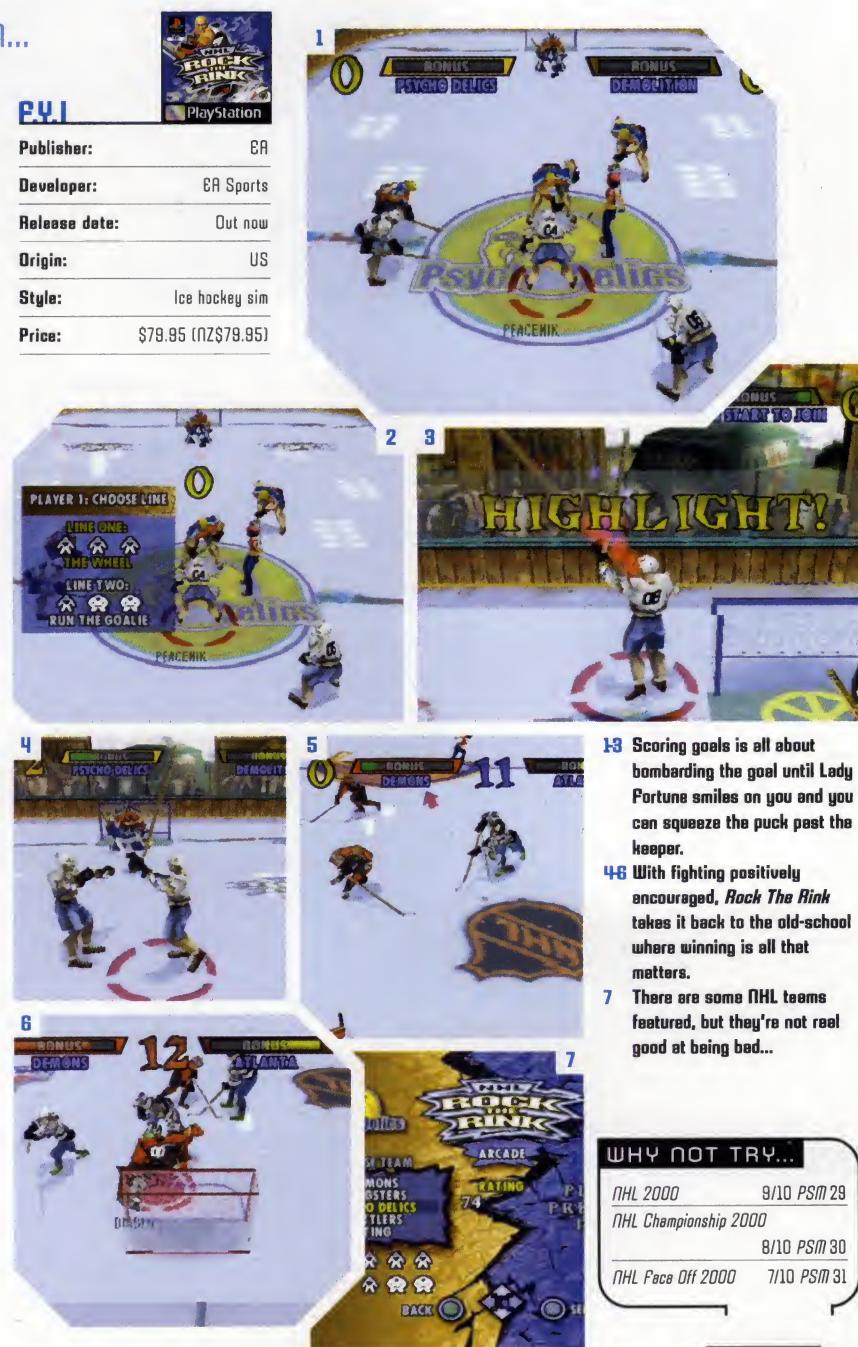
As a single player game there's plenty to do, with a mountain of extras unlocked as you win games, beat teams, perform particularly impressive goals and the like. But it's figuring out how to score goals that really confuses and frustrates. The problem with ice hockey as a sport is that the rink is tiny, the goals smaller and the goalies massive. Getting the puck past 'em seems to be a matter of bombarding the goal until you get lucky. It's just as bad for the computer-controlled teams who have to try to get it past your keeper (who you can control but usually without realising it, whereupon you accidentally skate away from goal).

As a multiplayer game, though, it's interesting and diverting. It's different enough to warrant a few goes, but not precise enough to make it consistently enjoyable. Finding and performing the special moves involves the usual beat 'em up action of pressing buttons at random until they work. It's competently made, but ultimately lacks the instant familiarity of something more realistic.

Steve Owen

E.V.I

Publisher:	EA
Developer:	EA Sports
Release date:	Out now
Origin:	US
Style:	Ice hockey sim
Price:	\$79.95 (NZ\$79.95)



WHY NOT TRY...

NHL 2000	9/10 PSM 28
NHL Championship 2000	8/10 PSM 30
NHL Face Off 2000	7/10 PSM 31

VERDICT

6

It's certainly good to see something a bit different, and the violence is, of course, quite funny. But there are still loads of better sports sims on PlayStation.

GRAPHICS

GAMEPLAY

LIFESPAN

7 Fast and pretty, but some of the animation is rank.

6 Simple enough to pick up, but goalscoring is random.

6 Plenty of bonuses to unlock, but it all gets a bit samey.

PLAY TESTED: *NHL Rock The Rink*



Street Fighter EX2 Plus

First there was *Turbo*. Then *Alpha*. And then *EX*. And now? *EX2*... Will the *Street Fighter* franchise ever lay to rest?

In the land of the 2D fighter, Capcom is king. Granted, everyone else emigrated for 3D-ville ages ago, but the constant refinements to its *Street Fighter* series has earned it an enviable reputation within the fighting genre. *Alpha* still cuts the mustard on the 2D side, but this latest *EX* game proves that Capcom is struggling to come to grips with the third dimension.

The key to the *Street Fighter* series' success has always been its speed. *Street Fighter Alpha* and its many sequels are frenetic beasts, wherein moves are made and countered within a heartbeat, creating a game of enormous skill. While *EX2* boasts all the moves and 20-plus heroes of the 2D games, it misses out on the speed factor. It's a far less demanding and rewarding experience, albeit one that just manages to pull through because of its sheer determination to impress the player.

It's not that *EX2* is a terribly slow game, but the distended leaps and swirling punches seem slightly drawn out as if in a dream sequence. Flurries of kicks and punches can still be amassed into the series' famed combination attacks, but the lack of pace reduces them as a spectacle. The detailed polygonal fighters are the most obvious cause of the slow down, though they do help give *EX2* a more solid feel than before.

Once you become accustomed to the more leisurely pace, however, glimpses of Capcom's genius begin to emerge. The game's backdrops are simply stunning – in terms of both originality and detail. Fights on Cape Canaveral's launchpad give way to photo-realistic desert and city backdrops, while the fighters themselves have been smoothed over to create an

almost airbrushed appearance. The all-important 'Super' attacks that parade incredible streams of kicks and punches are also well implemented, with Capcom using bonus rounds as a means to subtly introduce them to *Street Fighter* novices, including a shadowy foe that can only be defeated using a specific attack.

EX2 proves that Capcom is on the right track with its 3D series, but it is not the finished article. It's an enjoyable rumble, but it is the potential of the series as a whole that's more impressive. With a third *EX* currently in development for PlayStation2, if the speed can be pepped up to a level akin to the 2D games in the series, *Tekken Tag Tournament* may have a fight on its hands...

Steve Merrett



P.Y.I.



Publisher:	Ozisoft
Developer:	Capcom
Release date:	Out now
Origin:	Japan
Style:	Fighting
Price:	\$79.95 (NZ - Rental Only)

WHY NOT TRY...

Tekken III	10/10 PSM 26
Gekido: Urban Fighters	8/10 PSM 34
Wu-Tang: Taste The Pain	8/10 PSM 30

VERDICT

7
GRAPHICS
GAMEPLAY
LIFESPAN

- 8** Stunning backdrops, tidy fighters.
- 7** Lacks pace, but slick and entertaining.
- 6** Plenty of fighters, but a tad easy.

An enjoyable fighting game, but it falls short of current expectations. The slightly laid back pace removes the urgency of its 2D siblings and comes across as a relaxing series of visuals.

Virus

Publisher: Sony Developer: Cryo Release date: Out now Origin: France Style: Action-adventure

Players: One Extras: Memory Card, Dual Shock, Analog Price: \$49.95 (NZ\$TBC)

Based on a shock-flick from the US that is based on the *Dark Horse* comic, aliens have landed in microscopic form and are busy infecting everything with their mutant DNA. Only a policewoman called Joan and her partner, Sutter, can save humanity from extinction. Cue 3D action – running up and down corridors shooting at things and pressing switches – and the distinctly finicky controls to get used to. But not the sidestep or roll, strafe, sniper mode, aim or zoom

because these controls aren't included. The enemies don't recoil from your fusillade of bullets and even when they die they remain annoying, not letting you walk over them until their poorly-animated bodies decompose. With no restart points or opportunities for the tactical conserving of ammo or health power-ups, you're forced to play the same level over and over until you kill the right boss or find the relevant switch. In a world of *Metal Gears* and *Tomb Raiders*, this badly designed and poorly executed disaster just doesn't cut it. PW

VERDICT

4



Radikal Bikers

Publisher: Ozisoft/Infogrames Developer: Bit Managers Release date: Out now Origin: Europe

Style: Pizza delivery sim Players: Two Extras: Memory Card, Analog, Dual Shock Price: \$79.95 (NZ\$99.95)

Pizzas and videogames have long been a match made in heaven, so logically a game involving both should be nothing short of divine. Unfortunately, what was an immensely popular game in the arcades is a surprisingly bad conversion. The developer has failed to notice that console games need far more depth than their arcade counterparts. The

gameplay could have been beefed up by adding some difficult customers, door-to-door deliveries and late-arrival

fines. You are continually trying to keep up with your CPU opponent because his blatantly superior bike means he's first off the mark every time. The only way to get ahead is to use all the power-ups, speed boosts and shortcuts possible, and the slightest mistake instantly puts you out of the running. Any attempts to make up lost time are futile, so you're constantly forced to re-run the same race over and over and over again. On the plus side, you can mow down pedestrians and pile into lorries, but the amusement quickly wears thin. CC

VERDICT

5



The Guardian Of Darkness

Publisher: Sony Developer: Cryo Release date: Out now Origin: France Style: Adventure

Players: One Extras: Memory Card, Dual Shock, Analog Price: \$49.95 (NZ\$TBC)

Afraid? You will be. *The Guardian Of Darkness* is considered unsuitable for under 15-year-olds, but it's the horrors of the gameplay that really ought to be censored. Suffice to say, it's rubbish. Awful and drab animation, dreadful controls, poorly-structured levels, a cumbersome spell system, useless maps and a patently stupid game camera all contribute to the agony of attempting the game's 10 arduous missions. The various locations are devoid of things

VERDICT

2



NHL Blades Of Steel 2000

Publisher: Ozisoft Developer: Konami Release date: Out now Origin: Japan Style: Ice hockey sim

Players: Two Extras: Memory Card, Dual Shock, Analog Price: \$89.95 (NZ\$99.95)

Since Konami has turned its attention to ice hockey, we should be really excited, shouldn't we? Well, yes. But unfortunately all that followed was disappointment. *Blades Of Steel* seems to have everything an ice hockey sim needs – stats, teams, options, well-animated players, etc. But when you really start playing, things

go wrong. For starters, your skaters are harder to get moving and harder to turn than usual. This might be more realistic, but it's at the expense of playability.

VERDICT

6



you can collect or use in any way, though there's plenty of pointless clutter masquerading as interior design to block your way. Thanks for that. Ghosts attack you, often sapping so much energy that the only way you can complete a level is to spend 20 minutes casting a power-boost spell before venturing into anywhere dangerous. How did this get past the drawing board, let alone through playtesting? With infuriating gameplay, dreadful graphics and a shocking camera, make sure you avoid this at all costs. CB

Bugs Bunny: Lost In Time

Publisher: Ozisoft Developer: Infogrames Release date: Out now Origin: US Style: 3D platformer

Players: One Extras: Memory Card, Dual Shock, Analog Price: \$49.95 (NZ\$69/R)

On the surface, *Bugs Bunny: Lost In Time* is a typical 3D platformer come interactive cartoon featuring lashings of Looney Tunes trappings. It's full of carrot-chomping wisecracks, falling anvil antics, and familiar faces such as Daffy, Elmer, Marvin and Yosemite Sam. You guide Bugs on a non-linear journey through a variety of eras from the Stone Age to the future, all in an attempt to return him to the present day. The completion of each level isn't necessary to progress through

the game, however, most levels will see players having to backtrack once certain skills have been acquired or objects found. There's a bag full of moves to be mastered, almost too many to make it enjoyable for the average gamer, and the poorly executed control system makes some moves near impossible. The developer's effort to recreate the characters and worlds of Looney Tunes is admirable, but it seems to appear dull and lacking. Overall, it is too repetitive and shallow to attract experienced players, and a little too hard for younger ones. **MW**

VERDICT

4



Ronaldo V-Football

Publisher: Ozisoft Developer: Infogrames Release date: Out now Origin: Europe Style: Soccer sim

Players: Two Extras: Memory Card, Dual Shock, Analog Price: \$79.95 (NZ\$99.95)

As soccer games go, *V-Football* is more like a Robbie Slater than a Ronaldo. It's a solid, no-frills recreation of the sport, with talent but no panache. Its simple pass-and-run content makes for a playable game, but not one that challenges *JSS*. In fact, it brings back memories of arcade soccer games of old, with moments of excellence sold short by gameplay grievances. There are all the options you expect, with tournaments, cups and the full range of international teams.

Like *ISS*, this is a passing game, with the emphasis on slow build-up rather than end-to-end excitement. The astute artificial intelligence ensures players stick to their positions, mark targets closely, close down through-balls and deflect snap shots regularly. Unfortunately, tackling is woefully imprecise, with fouls given for the most innocuous challenges. There are also problems with the passing system. Moves get stored up making players kick the ball away as soon as they get it if you're too button happy. The appalling commentary is the worst sin. **SM**

VERDICT

7



Player Manager 2000

Publisher: Sony/3DO Developer: Anco Release date: July Origin: UK Style: Soccer management sim

Players: One Extras: Memory Card Price: \$59.95 (STBC)

Like Vegemite, soccer management games are not for everyone, with their combination of stats, slow gameplay and limited visual stimulation. But with *Player Manager 2000*, Anco has taken an altogether different tack. At first glance it seems stand-offish. You're faced with a series of nested screens that detail your

VERDICT

9

tactics and the transfer market – the real nitty-gritty of management. It's staggering how much has been crammed in. There are leagues from England, Scotland, Italy and Germany. Not only can you move players out of position, you can also determine where they run, whom they pass to and whether they cross, shoot or hook forward a long ball, and jiggle your training options. Despite occasional annoyances (like having to manually select a captain) Anco has succeeded in making the most complete management game on the PlayStation. **PMW**



U-Rally 2

Publisher: Ozisoft Developer: Infogrames Release date: Out now Origin: UH Style: Arcade rally

Players: Four Extras: Dual Shock, Analog Wheel, MultiTap, Memory Card Price: \$49.95 (NZ\$59.95)

While the original *V-Rally* was a solid racer, it did have some annoying flaws, such as the ridiculous theatrical rolls and tumbles your car went through after a spill. Thankfully, this doesn't happen in *V-Rally 2*. There are 16 cars to belt around in, including all the World Rally Championship (WRC) cars—Subaru, Mitsubishi,

Ford and Toyota. The Peugeot is the default car and there are also less powerful 2WD kit cars and hidden beasts to find along the way. Driving these vehicles is a

lot of fun, though rally purists may argue that the cars don't slide around as much as they should. The scenery is superb and includes racing through snow, sand and bitumen. The virtual rally engines sound good, too. Enjoy playing the standard modes, such as Championship, Arcade and V-Rally Trophy, or race in simultaneous four-player mode with a MultiTap. If you don't like the tracks on offer, you can make your own with the track editor. Plenty of realism to please rally purists, as well as being accessible enough for less dedicated players. **RP**



Driver



Publisher: Ozisoft Developer: Reflections Release date: Out now Origin: US Style: Driving sim
Players: One Extras: Memory Card, Dual Shock, Analog Price: \$49.95 (NZ\$69.95)

When *Driver* was released last year, it was instantly labelled as one of the best driving games ever. Why? Quality graphics and gameplay, plus that all-important 'cool' edge thanks to the game's funky '70s setting, with hairstyles and music to match. You power through enormous levels in your all-American muscle car and try to stay alive as an undercover cop. Each level is based on a real-life American city, and the amount of detail that has gone into making each

city look as close as possible to the real thing is stunning. San Francisco is a good example, featuring the steep hills that were seen in the classic Steve McQueen film *Bullit*. They also make for good ramps! There's an endless array of game modes, too, but the real fun is to be had in the Undercover mode where you try to work your way into the seedy underworld. You'll need to perform various tasks, such as stopping rivals making it to the airport or causing general mayhem on the roads. If you're new to the world of PlayStation, don't go past *Driver*. EC

VERDICT

9



Toshinden 4

Publisher: Ozisoft Developer: Takara Release date: Out now Origin: Japan Style: Beat 'em up
Players: Two Extras: Dual Shock, Analog, Memory Card Price: \$79.95 (NZ - Rental Only)

Time must have stood still for developer Takara – it seems to have done nothing to improve upon the original *Toshinden* (circa 1995). The anime-inspired characters are once again dropped into cramped pseudo-3D arenas, wherein a succession of cute females, sword-wielding gentry and intimidating villains are paraded for the requisite three-round scraps. Fighting is an awkward, unrefined experience. Fighters are slow to react to frantic button-pressing, while the ability to piece

together attacks is further hampered by the limited number of kicks and offensive moves the game offers. And the aesthetics are as primitive as the gameplay, with characters boasting an almost LEGO-like chunkiness, which is all the more amazing when the lack of surface detail in the backdrops is examined. Even the special moves each character can perform are perfunctory and routine. Fundamental flaws run through every aspect of the game, with animation, presentation and gameplay all lacking in any sort of care or attention. SM

VERDICT

3



In recent issues

name	issue	score
Armorines: Project S.W.A.R.M.	PSM 35	3
Army Men 3D	PSM 32	6
BattleTanx: Global Assault	PSM 35	7
Beatmania	PSM 33	7
Bishi Bashi Special	PSM 35	8
Colin McRae Rally 2.0	PSM 33	9
Colony Wars: Red Sun	PSM 33	9
Cool Boarders 4	PSM 32	8
Die Hard Trilogy 2	PSM 33	7
Dune	PSM 34	4
Eagle One: Harrier Attack	PSM 33	8
ECW Hardcore Revolution	PSM 34	5
Ehrgeiz: God Bless The Ring	PSM 33	6
Everybody's Golf 2	PSM 34	9
F1 2000	PSM 34	8
F1 Racing Championship	PSM 35	7
Fighter Maker	PSM 34	7
Fisherman's Bait 2 - Big Ol' Bass	PSM 35	7
Fear Effect	PSM 32	8
Gekido: Urban Fighters	PSM 34	8
Ghoul Panic	PSM 34	7
Glover	PSM 34	6
Gran Turismo 2	PSM 31	10
International Track & Field 2	PSM 32	8
ISS Pro Evolution	PSM 32	10
Jackie Chan Stuntmaster	PSM 34	6
Jimmy White's 2: Cueball	PSM 35	6
Legend Of Legia	PSM 35	8
MediEvil 2	PSM 33	9
Micro Maniacs	PSM 33	9
Muppet RaceMania	PSM 34	9
NBA Showtime	PSM 32	7
Need For Speed: Porsche 2000	PSM 35	8
NFL Blitz 2000	PSM 31	9
N-Gen Racing	PSM 35	8
Premier Manager 2000	PSM 34	6
Rally Championship	PSM 33	7
Rally Masters	PSM 35	7
Rescue Shot	PSM 35	7
Resident Evil Survivor	PSM 34	7
Road Rash Jailbreak	PSM 34	6
Rollcage Stage II	PSM 33	9
Rugrats Studio Tour	PSM 33	8
SaGa Frontier 2	PSM 32	7
South Park Rally	PSM 32	6
Star Ixiom	PSM 33	7
Star Ocean: The Second Story	PSM 32	7
Star Wars Episode I: Jedi Power Battles	PSM 34	8
Street Skater 2	PSM 35	8
Suikoden II	PSM 34	7
Superbike 2000	PSM 34	7
Syphon Filter 2	PSM 33	9
The Dukes Of Hazzard	PSM 34	5
Theme Park World	PSM 33	8
Thrasher: Skate & Destroy	PSM 31	8
Tiger Woods 2000	PSM 33	5
Tombi 2	PSM 35	6
Toy Story 2	PSM 31	8
Trick 'N Snowboarder	PSM 32	7
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The image shows two issues of the "Official Australian PlayStation" magazine. The top issue is the Autumn 1999 edition, priced at AU \$12.95 and NZ \$18.95. It features Rayman 2 on the cover and includes a blow-up poster of Rayman. The bottom issue is also titled "BIG HITS!" and includes a poster for Muppet Race Mania. Both issues feature various game reviews and demos.

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PlayStation

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84 Powerline

Power your way through your favourite games including *WWF SmackDown* and *Cool Boarders* with Sony's Powerline!

86 Gran Turismo 2

Part II of our superlative playguide, it's time to get down and dirty and create your own supercar - we show you how.

82 ISS Pro Evolution

Hone those ball skills and become an ISS pro with our definitive guide to goalscoring, defending and more!

86 Any Questions?

Tips guru Richie Young provides solutions to readers' problems in *Gran Turismo 2*, *Micro Maniacs* and more.

NO WORRIES

Found a game so addictive you've finished it overnight? Or perhaps a game so tough you're stuck on the first level? Fear not, for PSM has all the extra levels and sneaky cheats you'll need to keep you glued to your joypad. And if you need more help, you can mail Richie Young or e-mail playstation@acp.com.au and beg for help in next month's Any Questions? Or if time is of the essence, call the Powerline on 1902 262 662.



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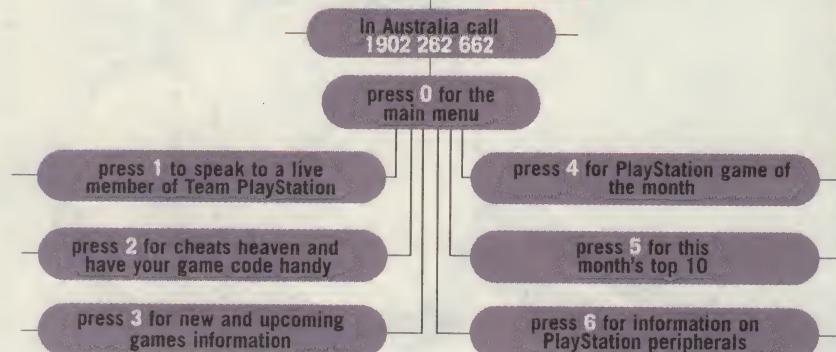
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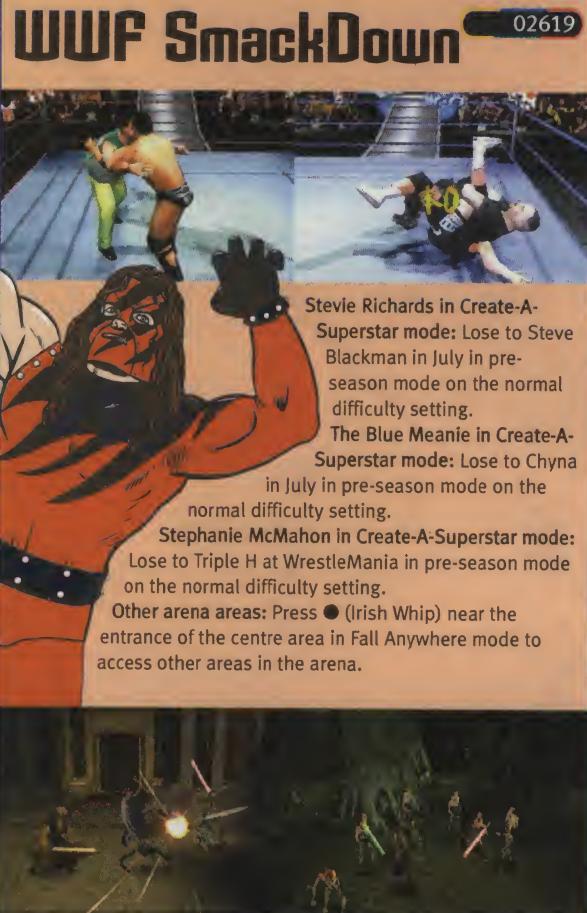
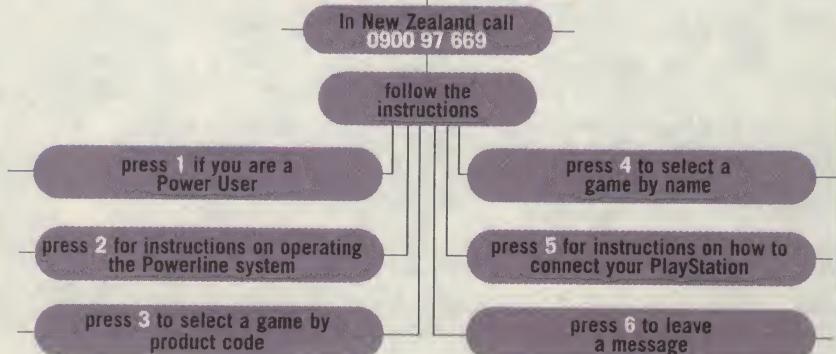
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POWERLINE



Star Wars Episode I: Jedi Power Battles

02607

Play as Darth Maul: Successfully complete the game with Qui-Gon Jinn. Then at the character selection screen highlight Qui-Gon Jinn and press **Select**. His picture will replace Qui-Gon Jinn. The version of Darth Maul you will play as is the one you fight on Level 5 (Tatooine).

Play as Queen Amidala: Successfully complete the game with Obi-Wan Kenobi. Then at the character selection screen highlight Obi-Wan Kenobi and press **Select**. Her picture will replace Obi-Wan Kenobi. She fights with her fists and a laser gun.

Play as Captain Panaka: Successfully complete the game with Plo Koon. Then at the character selection screen highlight Plo Koon and press **Select**. His picture will replace Plo Koon. He fights with his fists and a laser gun.





Street Skater 2

02703

Enter the following cheats at the 'Press Start Button' screen or at the main menu unless instructed.

All courses: $\leftarrow, \rightarrow, \leftarrow, \rightarrow, \bullet (x2), L1, \blacksquare$
 All boards: $\bullet (x2), \blacksquare, \bullet, \blacksquare (x2), \bullet, R1$
 All characters: $\leftarrow (x2), \bullet (x2), L2, \blacksquare, \rightarrow, R2$
 View FMV sequences: $R2 (x2), L1, L2, L1, R1$

(x3) to unlock a 'Movie' option at the main menu.

Maximum attributes/trick level: $L1, \blacksquare, \leftarrow (x2), R2, \leftarrow, R1, \leftarrow$

Alternate costumes: Hold $L1, L2, R1$ or $R2$ and select the 'Skate' option at the skater selection screen.



02773

Battle Tank

02283

Enter the following codes as passwords.

Level select: BCKDR
 All tanks: THRTN
 All weapons: SRTHMB
 Infinite ammunition: BCKDR
 Extra tank bucks: DPPCKTS
 Brandon gang: SMSLGNG



Cool Boarders 4

02283

All mountains and pro boarders: Enter ICHEAT as a name.
 Be Fast Eddie: Finish the rookie mode on trickmaster to get Fast Eddie.
 Get Mars the hard way: Beat trickmaster on veteran mode.

Unlock special courses: Beat all levels in state or country in pro mode.

Secret mountains: Enter NEWHILL as a name.
 Be Mars: Finish Trickmaster on veteran and you have mars unlocked!

Get Crusty: Beat the special in Japan and get a snowman named Crusty.
 Secret Passage (Colorado): On the Colorado course after you pass the

house that you can jump over, stay as far as you can to the left side of the course. Eventually you will run into a small patch of trees; keep going along the fence on the left side until you see a cave. When you go into the cave there will be railroad tracks that you can grind on.

Hidden Characters

Irving: Beat Trick Master on Easy.

Honey Brown: Beat the Avalanche.

Snowman: Break every record in Japan and finish the special event.

Eddie: Beat Powder Hill.

Mars: Beat Gate Attack.

Burg: Beat Trick Master on Pro.



02746

Die Hard Trilogy 2

Snake car in driving mode: $\bullet, \blacksquare, R1, R1, \bullet, L1, \bullet$



Enter the following codes in the pause menu.

All weapons: $\blacksquare, \blacksquare, \bullet, \bullet, L1, L1$
 Automatic re-load in shooter mode: $\blacksquare, \blacksquare, \triangle, \triangle, \bullet, \bullet$

Big Head mode: $R1, R1, L1, L1, \triangle, \triangle$

Disable laser sight: $L1, L1, \triangle, \triangle, L1, L1, L1$

Electric man (in adventure mode): $\blacksquare, \blacksquare, L1, L1, R1, R1$

First-person view in adventure mode: $\bullet, \triangle, \triangle, \bullet$

Infinite ammo: $L1, L1, R1, R1, \bullet, \bullet$

Invincibility: $\triangle, \triangle, \bullet, \bullet, L1, L2$

Heads get blown off mode: $\blacksquare, \blacksquare, \bullet, R1, R1$

Skeleton mode: $\bullet, \blacksquare, \triangle, \triangle, \bullet, \bullet$

Slow rockets: $L1, R1, R1, L1, \triangle, \bullet$

House that you can jump over, stay as far as you can to the left side of the course. Eventually you will run into a small patch of trees; keep going along the fence on the left side until you see a cave. When you go into the cave there will be railroad tracks that you can grind on.



02166

Fear Effect

Select 'Credits' at the options screen and then enter the following codes.

Expert mode: $\downarrow (x3), \triangle, \downarrow (x3), \blacksquare, \leftarrow, \rightarrow$ for more challenging opponents.

All weapons: $L1, \triangle, \uparrow, \downarrow, \bullet (x2), \triangle, \blacksquare, \uparrow, \bullet$

Infinite health: $L1, \triangle, \uparrow, \downarrow, \bullet, \bullet, \triangle, \blacksquare, \rightarrow, \blacksquare$

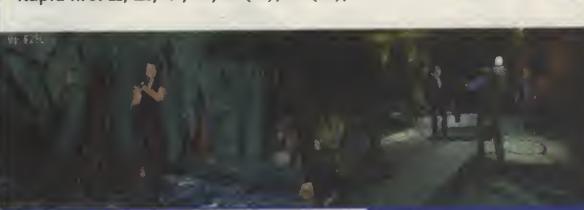
Infinite ammunition: $L1, \triangle, \uparrow, \downarrow, \bullet (x2)$

Instant puzzle solution: $L1, \triangle, \uparrow, \downarrow, \bullet (x2), \downarrow (x3), \uparrow$

One-hit kill with firearms: $L1, \triangle, \uparrow, \downarrow, \bullet (x2), \triangle, \blacksquare, \downarrow, R1$

One-hit kill with smack-jack knife, or brass knuckle: $L1, \triangle, \uparrow, \downarrow, \bullet (x2), \triangle, \blacksquare, \downarrow, L1$

Rapid fire: $L1, \triangle, \uparrow, \downarrow, \bullet (x2), \uparrow (x3), \downarrow$



Gran Turismo 2 - Part II

If you want to get on that top tier of the podium, you'll have to get down and dirty. For those who've never tried anything more ambitious than an oil change, here's how to create your supercar.

MUFFLER

A replacement muffler is one of the first ports of call for those on a budget who need to upgrade their performance. Part of the airflow system that forces oxygen into the engine, mufflers increase oxygen flow and so aid combustion. More air equals bigger explosions, equals improved RPM. The effect doesn't feel that noticeable at first, as mufflers are best used to feed tuned engines or turbo-



charged machines. A low cost boost for a little extra horsepower.

BRAKES

BRAKE PADS

Without doubt one of the most valuable of all the modifications on offer. A new set of brake pads can dramatically improve your lap times. For a small outlay they will reduce the distance that your car takes to go from top whack to a dead halt. As a result you can brake later and harder and still be able to get back on to the power without



ending up in the wall. A must for any of the endurance races as conventional pads just won't last the distance.

BRAKE BALANCE CONTROLLER

Brakes locking is one of the chief reasons for a loss in stopping performance. This expensive ABS system means that white smoke will no longer pour from your tyres as your car shimmies into the barrier. Combined with new pads, it results in improved stability going into even the tightest



corners and means you can sneak up the inside of lesser automobiles. Forget older cars like the Ford GT40, though.



THE ENGINE

ENGINE COMPUTER

Rather than acting directly on the engine, this upgrade squeezes extra power out of the existing unit through improved firing efficiency. It will smooth those flat spots out of the acceleration curve, making for a slight step up in speed and a superior getaway. The gain is fairly minimal considering the cost involved, making this



something to splash out on only once you've purchased the car of your dreams.

ENGINE BALANCING

This is a major piece of engineering work – the entire engine block is stripped, balanced and re-assembled. Acceleration becomes smoother, and any rev limiter the car has fitted is reset. While there is a slight improvement in horsepower, it will benefit normally



aspirated engines rather more than their turbo-charged cousins.

PORT AND POLISH

A clean cylinder head is an efficient cylinder head, but it's also a more costly cylinder head. Again, this is an operation designed for those non-turbo charged machines. It results in a slight increase in horsepower at a cost that would buy a new turbo for



most cars. Very expensive.

NORMALLY ASPIRATED TURB

For those bereft of a turbo this is the next best thing. For your money you get improved revs with a related drop in torque. So, while you might be able to squeeze a higher top speed out of the car, there is a loss in acceleration. This is a vital improvement for any



NA car to make and a new gearbox will combat any loss in power.

INCREASED DISPLACEMENT

One of the possible tune-ups for a normally aspirated car is this complete re-bore of the engine. It results in a larger engine capacity, which increases the power output of your car and so boosts performance across the RPM range. It's not cheap, but is definitely one of the more



worthwhile improvements in the absence of turbos.



DRIVE TRAIN

GEARBOXES

Gearbox alterations must be selected to fit the demands of your particular car. The first two options create cars with phenomenal acceleration but relatively poor top speeds. This makes them ideal for the short straights of tracks such as Rome Short and the Autumn Ring. On the other circuits, however, they'll be left over-revving in top gear while the other cars cruise past them along the back straight. The obvious purchase to make is the Full Customised Service. It's more expensive at 11,000 credits, but it's money well spent. For that outlay you receive a system that can be



adapted easily to any racing situation and, thanks to the auto system, you don't even need to get your hands covered in oil. Simply move the slide to alter the ratios. For a balanced racing setup that will suit most tracks, run your ratios at around 12. For superior acceleration slide it further to the left, and move it in the other direction for a higher top speed. A worthwhile investment.

TYRES

Fitting a new set of shoes can tame even the most temperamental of beasts. A Cobra with super soft slicks becomes almost manageable, while a Skyline just gets even quicker. The softer the tyre compound, the greater the grip, and the greater the wear. This is irrelevant in the majority of races, but it does make a huge difference over the 60 laps of an endurance race. For these protracted



events even a hard tyre will only give around 15 laps before disintegrating, while a medium tyre will leave you running on the rims in about 10 or so circuits.

LIMITED SLIP DIFFERENTIALS

LSDs enable each wheel to rotate independently at a different speed to the other three. This serves to improve grip, as it prevents the tyre from slipping if it ventures on to a loose surface such as grass or gravel. Often this can be problematic because the grip becomes uneven on each side and so the car spins. Since this can be especially noticeable on rear-wheel drive (RWD) machines, LSDs can be



a useful purchase for harnessing their raw power. For 4WD and RWD cars, the two-way system is preferable, while front-wheel drive cars will benefit equally from the cheaper one-way system.

CARBON DRIVESHAFT AND FLYWHEEL

These are two cheap modifications that serve mainly to reduce the overall weight of your car. A lighter flywheel does mean a slight loss in revs uphill due to its lower mass, but in a racing car the effect is negligible. The carbon driveshaft



will produce a slight increase in acceleration.

TURBO CHARGERS

Currently more fashionable on Japanese cars than their European or American cousins, turbos represent the easiest way to gain a dramatic increase in performance from a small capacity engine. They are also a cheap way to turn your sedan saloon into a racing animal. A phenomenon known as turbo-lag is the downside of this modification; it creates a pause in the acceleration cycle while you wait for the extra power



to kick in. Whilst this effect might be noticeable with a stage one turbo and a conventional box, it decreases as the turbos become more complex and the gear ratios become closer.

CLUTCH PLATES

Having spent so much on your engine, you'll want to ensure that all that raw power will reach the road. Buying new clutch plates is the simplest way to ensure that all the increased power isn't lost before it reaches the gearbox. With three staggered upgrades the improvement is obvious – the more you spend, the higher the



quality. The higher the quality, the greater the gain in torque, and the more power you'll have.

SUSPENSION

What once sufficed for a comfortable ride to the shops is often no longer suitable for racing. New suspension will bring improved braking, stability, cornering and superior roadholding. While a fully adjustable sports unit will suit anyone willing to tinker, the basic replacement kit ensures sharper handling in any car for those less keen to get their hands



dirty. A vital purchase for any older car that suffers from body roll, or for any owner that hopes to race competitively in the higher echelons.



OTHERS**WEIGHT REDUCTION**

While there are limits on engine size and horsepower, there are no restrictions on minimum racing weight. Spending your cash here means an improvement in all aspects of performance, including top speed and braking. But bearing in mind that each stage of modification must be complete before the next can be undertaken, it can be an expensive business for a barely-tangible



improvement. At this kind of price it's only worth considering for a car that you intend to keep and need to squeeze every last drop of speed out of.

RACING MODIFICATION

Resplendent with a wing, spoiler and glamorous paint job, this is the final stage in the conversion of any road car. Coming after the three stages of Weight Reduction it is also probably the final pennies of your bank balance. This upgrade allows the adjustment of the downforce settings, as well as a chance to change the colour of your



dream machine. A costly investment that could often be better spent on an entirely new car.

THE TRICKY TESTS

The licence tests in *Gran Turismo 2* have to be passed to enjoy the full complexities of this stunning game. The first three categories can be passed with little skill, or your original Memory Card, but when things get tricky, just follow our guide to the very toughest tests.

**MIRROR, SIGNAL, MANOEUVRE**

Before attempting a tricky test always watch the developer's demonstration. It will show how the top times were created and with all the on-screen options activated, you can even note the braking zones and cornering speeds. With this information you can compare your own performance to see if superior technique or just a touch more bravado will be enough to see you through. This feature can be particularly useful on courses that are unfamiliar, such as the Rome Night track, which only appears on the Special Licence and the Arcade Mode disc.

Each track is broken up into three sections, and when it comes to the likes of the Special Licence, these demarcations can be incredibly useful. Once you've completed a section you're awarded a split time, which not only informs you of your performance across the entire lap, but can be used to judge exactly which sections you're struggling the most with.

Persistence and practice are vital. Since you can't change the car or its setup, it is important that you learn to adapt your driving style to suit the situation. You might have mastered a track in a bland 4WD saloon, but attempting to use the same techniques in a volatile racing Viper just won't work. So take each car out for a gentle practice run just to gain an insight into the topography of the track and then attempt a series of flying laps. You will be surprised; after each run your time will decrease until the silver award is yours.

**IB-6 & 8**

[1-2] Precise control is demanded by the slalom test. The narrow gaps between obstacles require quick flicks from left to right and so present the best case for using a Dual Shock if you aren't already. Try to make the smallest steering corrections possible and don't waste time with the brakes. Instead, hit the power once your nose is pointed in the correct direction, then steer around each obstacle before flooring the accelerator once more.

**IB-6 & 8**

[5] Your first scrape with the marvellous Suzuki Escudo. Take this pocket rocket by the scruff of the neck and literally throw it into the turns. Use hard counter-steering techniques to corner and just let its raw power drag you on to the straights. Once you learn that this car doesn't obey normal driving rules, a silver pass will be yours for the taking.

**THE SPECIAL LICENCE**

The time has come to really test yourself. No longer a case of perfecting isolated sections of a particular course, the Special Licence now involves completing one lap of the toughest tracks in the game. Mistakes will not be tolerated – perfection is the only acceptable currency. The demonstration lap will show the gold standard that has been laid down by the developers and so is the best source of information on how to attempt these records.

IB-10 & IB-9

[3-4] This is the fearsome Laguna Seca Corkscrew. Based on a real corner, it combines a blind chicane with a nasty hill climb and steep descent. Begin by tearing up the hill in a central line, aiming roughly towards the outside of the final bend. At the number three brake board, stamp on the pedal and fight the car's desire to leave the road. Start to move outwards before pulling in hard to run over the inside curbs, clipping the apex of the turn. Flip to opposite lock to skim the outside of the chicane, hitting the gas once more for the race to the last turn and the finish line.

**S-1 TAHITI ROAD**

[6] A relatively gentle introduction is afforded by this spin in a Mini. Due to the lower speed of the lap, it is the braking, or lack of it, that makes this a testing course. Compensate for this by aiming to assume the perfect track position. There are only two corners that still require you to slow down. The S-bend about a third of the way round the track needs just a touch on the pads as you slide down into the first-half. The second one is the sharp right after the gentle straight to the left. Maintain a smooth racing line, keep your speed up and you should get through it without too many problems.



**S-2 SEATTLE COURSE**

7 The key to this walled circuit lies in the choice of the GT10 as your test vehicle. Its drum brakes extend the braking zones out to the 75-metre boards. Slowing earlier gives you more time to straighten out and get back on to the power for the race to the finish line. The first and last sections might seem to be the crucial ones, as a result of their tight bends, but also keep an eye on the middle section as time is all too easily lost between its narrow walls.

**S-3 SMOKEY MOUNTAIN**

8 Once you've mastered the power-slide, this dirt track should prove simple enough. Ensure that the brakes are applied only once you have started to turn in and then flip the sticks over to the opposite lock. This will prevent you spinning all the way round once the back starts to step out. Gradually return them to the neutral position as you floor the accelerator once again. If the car stays under control, the limit is generous enough to ensure a pass first time.

**S-4**

9 In contrast to the other early tests, this Nismo is a racing thoroughbred and should be treated as such. Confidence is the key as the car may slide, but give it enough gas and it will stay on the limits of adhesion. The very first bend will test this theory, as after braking on entry, the throttle must remain floored through the S-bend and into the tunnel. The final chicane can also fool the unwary with its lack of depth, so make sure you keep a straight line tight to the left and brake part of the way through to give enough space for the final hairpin.

**S-5**

10 As with Tahiti Road, maintaining momentum is vital when driving a museum piece. This Lotus suffers from an absence of acceleration that means all good sense must be discarded if a winning time is to be achieved. So from the very start, hug the outside of the track and run as deep a line into the first bend as you dare. This gives the perfect angle for the hill climb up through the town itself. Similarly, the final double apex bend also demands that your foot stays off the brake pedal until you've entered the second of the two corners.

**S-6**

11 It might seem foolhardy, but the very first complex can be taken at top speed, so long as you keep off the yellow road markings. However, the left that leads on to the back of the circuit does demand gentle braking, as do the curves that follow. The final bends are of a much more demanding nature and are best taken early – the 50 boards being the point you'll want to put the anchors on and turn in. There isn't too much to fear here and a pass is well within reach.



**S-7**

12 By now the Laguna Seca Corkscrew should be old hat, but in a Viper there is still a lot to learn about the rest of the track. Because of the feisty nature of the Dodge, be cautious when braking unless the car is running straight, as it doesn't take much to flip this machine out. Brake early on every bend and clip in tight to the apex, allowing the car's phenomenal power to take over. Don't become over confident though, as the final bend is a deceptively-slow, blind left turn. Start wide on the left and slide over to the right while braking hard at the three board. It might seem slow, but it is the only way to safely navigate this nasty turn.

**S-8**

13 With barriers to forgive any error and a generous slice of time, this course won't delay your progress. Each turn demands hard power-slides and the application of full lock. The skills that you learned on the rally tests will be enough to see you through here, as this is just a condensed version of what has gone before. Just enjoy the ride and aim for silver first time.

13**S-9**

14 Possibly one of the toughest tests in the game. You'll need a lot of confidence, as this Alfa will have to be taken close enough to each wall to lose its wing mirrors. To take the first sector, only dab the brakes on entry to the first bend and touch them again on the way into the chicane in section two. Once there, brake early and go as close to the inside wall as possible. Nail the power to exit and keep it on through the lefts that follow. Brake sharply for the hairpin and treat the final bend as a long double apex, so only brake in the second half of that turn.

**S-10**

Apricot Hill can be demanding for a car as powerful as this GT-One, so treat the first turn with the respect that it deserves. Slow on entry, but be bold letting off when the car starts to slip outwards. Come to a near complete halt in the giant hairpin in the middle and don't be too gung-ho for the final S-bend. If you don't brake on entry then you will find your nose in the barriers on the far side.



ISS Pro Evolution

Rob Pegley's stats in the *Official PlayStation Office League* (hardest league in the world) are: Played 378, won 276, drawn 61, lost 41. So to master the beautiful game, let a true *ISS pro* help with your evolution...



THE BASICS

It's a fact: Once you've played *ISS Pro Evolution*, you'll never want to play another soccer game again. Unless Konami comes up with a sequel. It becomes almost embarrassing when you have to review other soccer games, as they ALL seem so bad in comparison. And the game has such depth that the more you and your mates play against each other, the better the games become. It's hard to know where to start when giving tips, as the subtlety to moves and the understanding of intricate patterns of play can only really come with experience. But use this guide as your blueprint to build from and you won't go far wrong.

1. GETTING STARTED

First up you need to be comfortable with your controls. Most of the time your hands will be set so that you can control the direction pad, the **L1** and **R1** collar buttons, and the **X** button as these are your most commonly used controls. You need to be able to make passes, tackle, sprint and select a

player with instant reactions. Shooting, lobbing and through balls will be more sporadic but become instant reactions over time which you quickly action before returning to the normal controls. Other more complicated combinations of buttons can be learnt as you progress.



2. TRAINING OPTIONS

Before playing a game try out the passing and shooting options in the training mode. If you play a game against the computer you mentally try to win every game rather than perfecting individual parts of your play. So get rid of the pressure and get used to

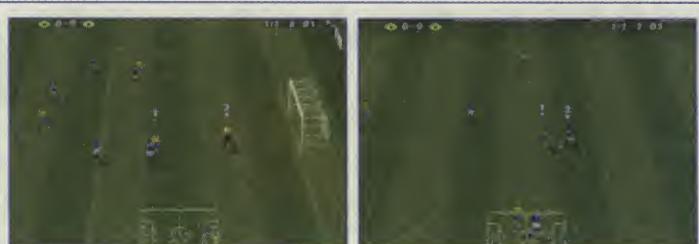
things such as how long you need to hold down the shoot button, how to cross and head the ball, and the best angles to shoot at. Then try these out in a real game and keep alternating between games and training until you get things right.



3. YOUR PAD OR MINE?

Debate rages in the office over whether to use a Dual Shock or a normal old-style joypad. In all honesty, stick to what you're most com-

fortable with after a few tries, but the professionals recommend an old-style pad for the greatest ease and comfort.





PASSING

Probably the single most important element of the game is maintaining possession, putting together moves and working your man into a scoring position. Basic passing is a simple tap of the \times button with the direction pad guiding the ball to the relevant player. It won't always get to him, but the benefit seems to be with the attacking player, so more often than not it will. There are alternatives to try as well...

1. THROUGH BALLS

Probably the most effective final pass you can make is the ball that is played into space beyond defenders for your attacker to run onto. Timing is important, so wait for your attacker to start moving and as he is level with the last defender, slip the ball ahead of him by pressing the \blacktriangle button and direction. Try and play the ball either diagonally between the central defenders or outside of the full back for best results. Also try a through ball first time after a pass to you and it can get great results.

Don't become obsessed with the through ball, however. It can be tempting

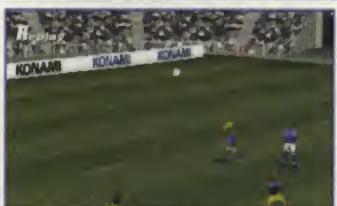


to use it all the time, but it only really works when you have a real opportunity to use it. And avoid trying the through ball out of defence as it is easily intercepted.

The through ball can also be used as an effective low cross to the far post if you're level with the six yard box. Hit the ball instantly when running onto the ball and a goal is assured.

2. CHIPPED PASSES

By holding the \square collar button and pressing \blacktriangle you can add height to the through ball making it virtually impossible to intercept. Used diagonally it will drop into players' paths and leave them one-on-one with the keeper. Also, if you loft it over your attacker's shoulder as he runs in on goal, it will often bounce



up at the perfect height to head wide and low past the advancing goalkeeper.

DEFENDING

If you can stop the other side scoring then you're always in with a chance of winning, even if you aren't a great goalscorer. It will need discipline though, and patience.

1. SLIDING TACKLE

Try and nudge players off the ball by pressing \times when in close contact, but for when a player is running towards you, press the \bullet button and you can slide in to win the ball. Don't use this tactic if the player has their back to you as you'll slide right through them and give away a foul. This is the surest way of getting a yellow card or even red.



And be very careful when sliding in the box as you can give away a penalty.

2. CHANGING PLAYERS QUICKLY

If a player does get away from you then it's important you get the correct player chasing him. Press R1 quickly until the \blacktriangle symbol settles on the player closest to the attacker. Then rather than running towards him, run to the nearest point between him and the goal that he will have to pass before he shoots.



3. ONE-TWOS

Hit \square and \times , and swapped passes can put you clear of the last defender when attacking. Although, in the centre of midfield it is too crowded and can be intercepted. By pressing \times followed by \square and \blacktriangle you can do a one-two with a chipped return pass.



4. CROSSING

If you get to the byline, hit \bullet and the ball will fly across goal for a heading chance. Even better, get to the goal-line and then turn back before crossing; this will send an inswinging cross. Tapping the \bullet button three times gives a low cross, but rarely results in a goal. As an



alternative try sending a through ball with the \blacktriangle to the far post for a tap-in.

5. PUTTING MOVES TOGETHER

By putting two or three first time passes together you increase the chance of your final ball being more incisive. Keep sweeping the ball from player to player keeping possession and it will make things harder for the defensive side. Your final ball will be more dangerous.



6. LONG LOFTED BALLS

Sometimes a hoof out of defence can be effective. If you're defending a corner and the ball is knocked clear to one of your midfielders, the opposing side may have pushed up to the halfway line. A long punt over the top will put you clear on goal.



3. STANDING OFF

If your defender is marking a fast player like Ronaldo then it is vital you stay goal-side of him. If he gets between you and the goal then there's no way to catch him. So if a player is advancing and ready to pass to Ronaldo, then rather than charging towards the player with the ball (who can slip a through ball past you as you approach), simply run backwards towards your goal staying ahead of Ronaldo. Once you reach



the penalty area it will be impossible to slip a through ball to Ronaldo, and you can also defend the player with the ball as he comes towards you.

4. SHADOWING

Rather than reckless tackles that can give away fouls and lead to yellow or red cards, your best bet is to run alongside a player with the ball, then when you're just ahead of him run diagonally across the player to collect the ball.



You can also press R1 and \times as a player is about to receive the ball to nip in front of him and intercept. Beware though, if you hold R1 and \times down all the time it is

easy for forwards to get the wrong side of you as this button combination simply makes your player chase the ball.

GOALSCORING

There are so many ways to score in *Evolution* and that's one of the things that makes the game so special. Here are our favourites.

1. LONG SHOTS

Scoring from outside the box is difficult but best achieved if the ball comes out to you from a corner or cross. Simply control the ball and send the ball towards the top corner by pressing the ■ button and ← or →.

A better bet is to shoot from just inside the box and at a 45-degree angle across the keeper. This is the most consistent method of scoring,



especially if you're playing with Ronaldo or Batistuta.

2. PLACING THE BALL

There can be a tendency to shoot as soon as you see the goal, but once you become a more accomplished player it will be better to make your shots accurate and effective. Move in on the keeper and just as you reach him tap ■ and the direction you want to place the ball wide of him. Even better, turn your angle slightly before shooting and the goalkeeper will start to turn back towards his goal; hit the



ball while he's in no man's land and you should score.

3. ROUNDING THE KEEPER

Another alternative is to round the keeper. This can be done in two ways: The first occurs if you pass the ball halfway between your striker and the keeper. If it is an angled pass and your striker is already moving, he can often knock the ball past the keeper whose momentum takes him in the wrong direction, leaving a simple chance. Alternatively, if dribbling in on the keeper, keep your pace slow and then just as you reach the keeper



change direction and hit the sprint collar button to accelerate past the keeper.

4. CHIPPING THE KEEPER

Perhaps the hardest of all finishes is the chip. When running straight in on goal, just before you reach the keeper hold down ▲ and lightly brush the ■ button; the ball will flick up over the keeper and should drift into the net. It's really hard to perfect but almost impossible to defend if played properly.



5. FIRST TIME SHOT

For some reason, if you try and shoot first time it will hit the target and not go wide. So if you're running into a ball, give it a whack and you should at least get a corner.



6. STUBBIES AND SLIDING IT HOME

Often effective when close in on the keeper is to change direction quickly and then just tap the ■ button. Rather than shooting with height, which the keeper can palm away, the ball should roll along the ground and the keeper may not get down quick enough. Not very pretty, but effective when the ball sneaks into the bottom corner.



7. FREE KICKS

If your man is brought down within shooting distance then aim towards the post. Press the shoot button until the power bar is two-thirds along and the ball will hopefully sail over the wall into the goal. If you're out wide then shooting is a bad option, but rather than just hoofing the ball into the box, try and loft it slightly behind the defenders for your forward to run onto.





TIPS & TRICKS

BRINGING YOUR KEEPER OUT

If a player is in on goal with a defender chasing him, you can bring your goalkeeper outside the penalty area to narrow the angle and put the attacker off. Press ▲ to take control of your keeper and he will run

towards the striker. The element of surprise will often cause the opposing player to shoot and the ball will fly straight at the goalie. You can also slide tackle the striker. Beware though, as a smart opponent will change direction quickly and shoot into an empty net.



FOUL WHEN YOU NEED TO

Sometimes the professional foul is needed. If someone as fast as Ronaldo is baring down on goal then slide tackle him and bring him to the ground. If you do this near to your own goal then it's often a red card and

sometimes it's better to concede a goal than get a man sent off, so avoid this. It's better to foul the man nearer the halfway line as a yellow card is more likely. And if you knock him over by pressing X and running into him, you're also less likely to get a red card than when you slide him.



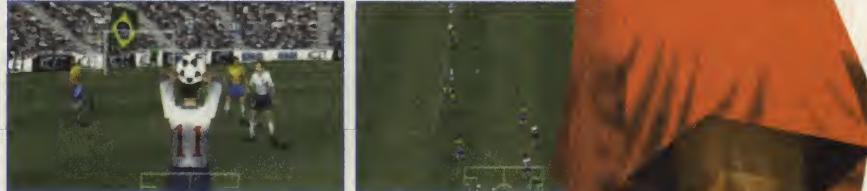
DON'T SPRINT AND DRIBBLE

When running at players with the ball don't always sprint. You have more control over the ball if you just run at the normal pace and it's harder for players in front of you to tackle you. Try and alternate this pace with bursts of speed. Also, if a defender behind you is chasing you, he will catch you if you just sprint in a straight line. Therefore, keep changing the angle of your run and turn away from the defender's path.



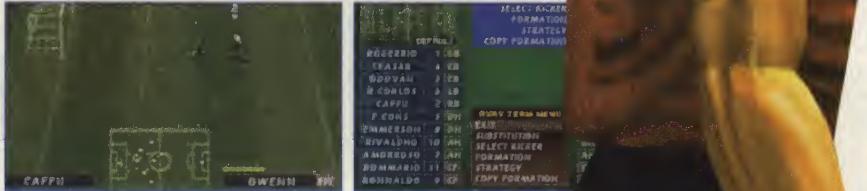
LONG THROWS

Rather than the normal X to throw, if you press O when on the edge of the opposing penalty area you can throw the ball beyond the defenders and offer your striker a header or volley at goal.



USE RONALDO OR MICHAEL OWEN

They're the two quickest players in the game, so use the England or Brazil strikers and exploit their pace.



PLAY FOR A FOUL

You can win a foul by running alongside a player and then turning away from him with the ball as he is about to tackle you. This is particularly effective for winning free kicks out on the wings. If you want to win a penalty, run into the area with the ball and then turn away from goal; the computer will sometimes tackle you without thinking and give away a penalty.



RUN AWAY!

When you receive the ball with your back to goal, take your time and 'roll off' defenders to get around them then head for it. If you try and turn instantly they will run through you and collect the ball.



any questions?

Want to know how to achieve optimum performance in *GT2* or beat all the heavyweights in *WWF SmackDown? PSM* is here to help. Lost souls should drop game guru Richie Young a line at Any Questions? Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028 or e-mail playstation@acp.com.au. Sorry, but we can't give cheats over the phone or reply to letters or e-mails individually.



GRAN TURISMO 2

Q: Can you help me find out how to make the best car in *GT2*? The specs I'm using are bloody hopeless.

R. Leung, NSW

A: Figuring out optimum racing specs for the cars in *GT2* is pretty much trial and error. Some folks like tinkering about under the bonnet, others just want to race. Assuming you've got the Nissan Skyline in the garage, follow these simple steps and wheel out a souped-up monster of a motor.

First up, take it for a spin on the Machine Test and check its capacity for speed and acceleration. That done, adjust the

setup to the following and watch it fly round the track.

Suspension	
Dampers and bound rebound	7
Spring rate front	7.2
Spring rate rear	9.0
Stabilisers front and rear	1.3
Ride height	85
Brake controller level	12
LSDS initial 6	
Both LSD accel	36
Both LSD decel	16
Both ASCC	101
TCSC	5.5
Gears	Ratio
First	3.385
Second	2.147
Third	1.516
Fourth	1.128
Fifth	0.884
Sixth	0.730
Final	3.585
Auto setup	25

METAL GEAR SOLID

Q: I've recently come across Wolf in *Metal Gear Solid*. How in hell can I defeat this guy? It's starting to annoy me.
Nile Cameroon, WA

A: Elusive and attractive, Sniper Wolf presents Snake with a formidable challenge. After she targets Meryl, don't consider advancing. Instead, turn tail and cross the frozen snows to reach the Armoury on Floor B2. Once there retrieve the PSG-1 sniper rifle and return to the tower. Before equipping

the weapon, use a dose of Diazepam to steady Snake's aim before re-selecting the rations. As you attempt to draw a bead on your opponent, look for the glare from the targeting scope as it will reveal her position. She lurks on the first floor of the building using the pillars to provide cover, but in these freezing temperatures her breath will give her away. It is important to get the first shot in because a hit from Wolf will not only bring injury, but also spoil your aim. Once you achieve a hit, follow your target as she seeks cover for a succession of easier shots. With Wolf out of the way, save your game and head to the base of the tower.

ISS PRO EVOLUTION

Q: I'm finding *ISS Pro Evolution* very hard. Could you guys give me some pointers?
Fred Knight, NZ

A: Of course, we're totally *ISS* mad in *PSM* Towers – 100 per cent obsessed!

In *ISS*, a happy player is a good player. There is a direct relationship between a player's mental state and how they perform on the pitch. A striker who feels under the weather is less likely to score. A keeper with a headache will flap ineffectually at crosses. So if you want to boost your chances of seizing silverware, then try to pick players who are up



A happy team makes for a winning team in *ISS Pro Evolution*.



for it. Go to the Squad Selection screens and scroll through the menu until the mental state of each player is displayed. Those with orange arrows are imbued with a desire to represent their country, those in grey are unable to get out of bed. With this in mind swap team members to create a happy team. The only qualifier for this is when it comes to star players. A semi-fit Ronaldinho will always out-perform a cheery Romario. A tired Roa of Argentina will still be a safer pair of hands than his understudy. So compare the players' skills before making the switch and try and judge if the risk is worth taking.

the game as Hamm on Normal after Robo-Z has been unlocked.

Play as Columbo: Complete the game as Shorty on Normal after Robo-Z has been unlocked.

Alternate costumes: Highlight a character, hold **Select** and press **X**.

Level skip: Complete the game once with any character. Begin the game in single player mode and press **L2+Select** when a song begins to jump to the next level.

FINAL FANTASY VII

Q: Hey there, Rich! I heard there was a special materia in *FFVII*. Have you got any idea where I can find it?

John Gamble, NT

A: Bahamut Zero Materia.

When in the Rocket with Cid, enter **●, ■, X, □**. Now go to Budenhagen at Cosmo Canyon and examine the Blue Materia.

BUST A GROOVE

Q: I would like to know of extra characters (and any other cheats while you're at it!) to make *Bust A Groove* that extra bit funkier...
Noel Sitchue, NSW

A: Once preview: Complete the game on Easy.

Play as Capoeira: Complete the game on Normal.

Play as Robo-Z: Complete the game on Difficulty after Capoeira has been unlocked.

Play as Burger Dog: Complete

How do I get out of prison in *Tomb Raider III*? I'm unarmed and am lost as to what to actually do.

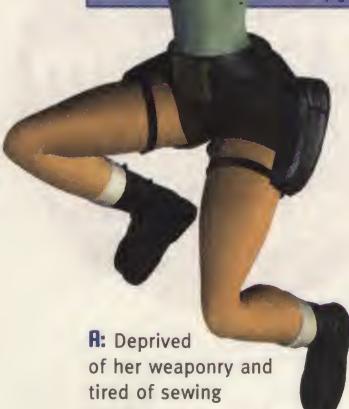
Steve Owens, SA



Vamp up the groove factor of *Bust A Groove* by unlocking secret characters and changing costumes.



To multiply items in *Wild Arms* and stock up your inventory you'll need to win battles!



A: Deprived of her weaponry and tired of sewing mailbags, Lara has to be cunning to escape incarceration. Start your escape by leaping backwards into the beams that bar your cell window. With the alarm raised it is vital you evade the guard who comes to investigate. While Lara is unarmed, this brute will attack you, so scamper past him and on to the main walkway. Use the Sprint button to keep a safe distance away from the swinging nightstick of the law and head to the left down the flight of stairs. Roll at the bottom to face the prison warden who is following you. As he closes in, leap over his head and back towards your cell. Activate the switch just outside to release a fellow convict. This lag will start to take his revenge on his incarcerator and leave you free to investigate. Take the time to liberate further prisoners and turn this expedition into a fully-fledged jail break. With bedlam unleashed, tear over to the cell opposite your own and make your escape.

WILD ARMS

Q: Is there a cheat to gain multiple items in *Wild Arms*?
L.O. Wang, NZ

R: This trick works when only one of the items to be duplicated is present. Enter a battle and perform the following actions.

1. Have the first character use a healing item, such as a berry or medicine.
2. Have the second character also use the same healing item.
3. Have the final character exchange the positions of the healing item and the item to be multiplied in the inventory. Then have Rudy use the healing item. After winning the battle, the inventory will contain 255 of the item that you chose to multiply.

WWF SMACKDOWN

Q: I'm in serious need of help trying to win over *WWF SmackDown*. Got any hints?
Tom Finch, ACT

A: Despite evidence to the contrary, victory in *SmackDown* is more complex than placing your Spandex-clad bottom on a grown man's chest. In reality, success is achieved with three main



Technique is the key to winning the Spandex title in *WWF SmackDown*.



RESIDENT EVIL 3 NEMESIS

Q: Thanks for the *Resident Evil 3* walk-through that was in PSM 33 and 34, but I'm still having trouble working out all the different combinations for mixing gunpowder. Can you tell combinations and their results without having to try every single combo?
Paula Goodlet, NZ

R: Check out the table (right) for essential information on easier ways to beat Mr Nemesis.

MICRO MANIACS

Q: How can I win at the Table Top track?
Greg Harvey, Qld

R: The route to success in the miniature world of the Maniacs is never an easy one. To complete the Challenge mode the table must be climbed completing one event from each round, but there is an easier route to glory. On each level there is a variety of vehicles that these diminutive heroes can saddle up and take for a spin, and it is these vehicular events that will smooth your progress up the ladder of success.

After the first round and the compulsory Mice 'N' Easy, the Maniacs can take a jaunt around the bath in Jet Set Go. Bizarre bees provide the next mode of transport with a flight up the garden path in Apiary Japery. Round Three lacks such an event, so jump on to Four and take those tiny skateboards around Half-Pipe Dream. Scooters are the mundane choice for the Greasy Garage, and with that track completed you should be just two races from the end without having lost a single life. If that isn't enough, win three of those easy races in a row to unlock the secret bonus tracks.



Gunpowder Used	Ammo Made	Amount
A	Handgun Bullets	15
AA	Handgun Bullets	35
AAA	Handgun Bullets	55
BBA	Handgun Bullets	66
B	Shotgun Shells	7
BB	Shotgun Shells	18
AAB	Shotgun Shells	20
BBB	Shotgun Shells	30
C (A+B)	Grenade Rounds	10
A+Grenade Round	Flame Rounds	6
AC	Flame Rounds	10
B+Grenade Round	Acid Rounds	6
BC	Acid Rounds	10
C+Grenade Round	Freeze Rounds	6
CC	Freeze Rounds	10
CCC	Magnum Bullets	24

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SOLUTION!

TOP SECRET!

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FREE!
PLATINUM
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68 PAGES!

COMPLETE GUIDES:

SYPHON FILTER 2

RESIDENT EVIL 3

GRAN TURISMO 2

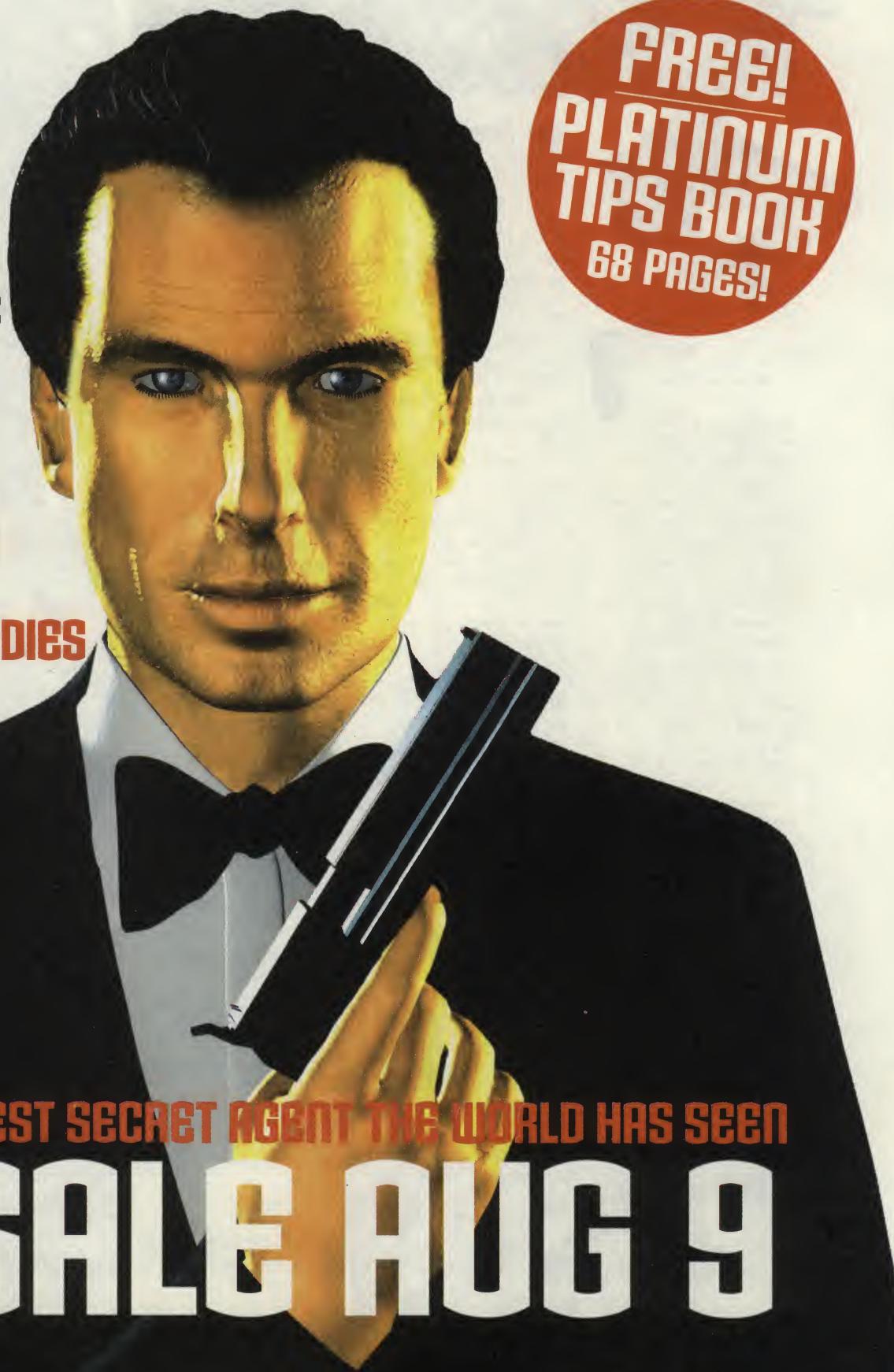
TOMB RAIDER: TLR

FINAL FANTASY VIII

MEDIEVIL 2

TOMORROW NEVER DIES

AND MORE...



IT'S THE GREATEST SECRET AGENT THE WORLD HAS SEEN

ON SALE AUG 9

it should be a game

Think you can do better than the professionals? Then send your ideas for PlayStation games to us. We'll print the best and send a real PlayStation game to the winner. Send your entries (which must have a front cover design) to: It Should Be A Game, Official PlayStation Magazine, GPO Box 4089, Sydney NSW 1028.

THE NAME OF THE GAME

Angelo Sedicol's (NSW) top effort for *Virtua Post* earns him a copy of *WWF SmackDown* to help keep his thumbs in tip-top shape.



THE RIN OF THE GAME

There are four main modes to select from, each a different game in itself – Spider, Mosquito, Roach and Horsefly. Multiplayer is supported and there are 'battle arenas' where you can have rival square-offs with your mates.

HOW TO PLAY

There's plenty to do – make spider webs and capture other insects, fly around as a mosquito collecting 'fuel' (blood), lay eggs in precarious places to survive a possible holocaust, and check out the nooks and crannies of a house in an *MGS*-style stealth mode.

THE PSM VERDICT

Virtua Pest doesn't possess the depth to make it a serious blockbuster, but the variety would provide hours of mayhem. It might possibly find a niche in the party game genre, and with all the entomology talk, you might even learn something.

8



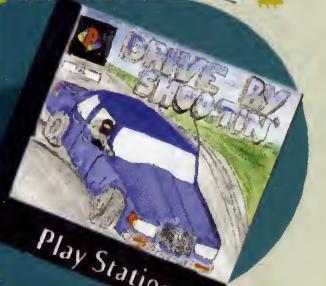
It seems Doug Rankin (Vic) likens his neighbourhood to South-Central LA... His game idea is called *Drive By Shootin'*.

As the name suggests, this game is basically a shoot 'em up that takes place from your car. You drive around city streets and the countryside, stick your weapon out the window and start blasting away. Remember that your enemy is out to get you, too!

Conserving your health and avoiding gunshots is important. Your car also takes damage – too much damage and it will blow up! You can temporarily get out, kill someone and choof off with their car, too.

There are some interesting ideas here, but the game description fails to say whether you'd also control the car while shooting or if it'd be in the game's AI (or even whether a second player would). Sounds promising nevertheless.

7



A Political Affair by Marc Dunlap (WA) amused the PSM team, along with his warning: "This software is only compatible with total idiots." Touché...

You play the role of the US President trying to evade the watchful eye of the First Lady while enjoying casual relationships. You use your political power to bribe, speak and lie your way through levels set in various US cities.

Choices of deceit are determined with menu systems and your joystick. You can even control Secret Service agents and clear paths to concealed passages of the White House. Oh yeah, and if you're not old enough to vote, you're not old enough to play!

Despite its funny nature and how appropriate a game like this is in today's day and age, it would be too tedious. Good for a giggle (especially the first time around) but that's about it.

6



Craven is a mental concept by Matt Saunders (Vic).

You play as Seth Craven who's been falsely convicted of slaughtering your family. After 17 years of imprisonment, you escape from the mental asylum and vow to go forth and find the killers.

This one's all about revenge. Essentially you're a good guy who does bad things. This is an adventure game with lots of killing involved, along with dodging security wardens and mental patients who get in the way of your escape route.

If you were able to successfully pitch this game, there might be a market for it. You'd really need to be in the right frame of mind to enjoy a game with such heavy content, though. We say, smell the roses and get happy!

5



Insane Racer: Deathmatch is just a tad dubious in quality. Thanks anyway to Cameron Charles (Tas) for sending it in!

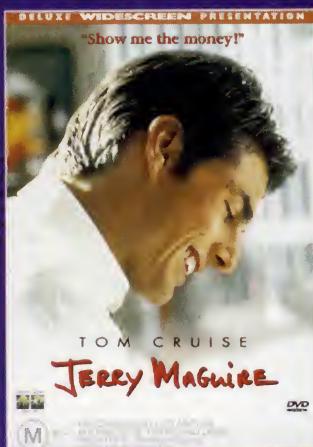
You have to protect the world from insanity. But from what we can gather, it's just a racing game furnished with some burly nuthouse characters. You have to beat criminals and aliens in each race. How this protects the world though, is beyond us!

Racing takes place in hovership vehicles and you compete in a 'death-defying tournament'. This is anything goes racing where you're able to shoot and bomb your way to victory while eliminating your opponents.

Racing like this is pretty hard to pull off in a videogame as everything gets far too chaotic and frantic to enjoy. A decent concept but it would require a lot of work.

3



**Jerry Maguire**

Tom Cruise plays the lead as Jerry Maguire, a sports agent who suddenly grows a conscience and isn't happy with his place in the world. Rod Todwell (Cuba Gooding Jr) is a gridiron player and 'brother with attitude' who's relying on Jerry to help him reach the top of his sport. As Rod and Jerry are only interested in pursuing success, their family lives become jeopardised. It's an excellent flick for a laugh and it will also bring a tear to the eye of any romantics. The love story between Jerry and Dorothy Boyd (Renée Zellweger) is one we've seen before – knight in shining armour meets single mum with child. It's not as predictable as it sounds, though... Sweet but not over the top. If anything, *Jerry Maguire* succeeds in teaching you to live with your heart, not with your head. Definitely worth a rental. RH

Price: \$34.95 | **Rating:** M15+ | **Release date:** Out now | **Extras:** Languages. |
Verdict: A bit of something for most. | 8/10

**Return To Me**

Say it isn't so.... Is that really Fox Mulder starring in a romantic comedy? And opposite Minnie Driver? It sure is! *Return To Me* banks on the tried and true premise of a fairytale. While the script borders very close to soppy muck at times, it remains together long enough to make it a solid feel-good movie. Bob (Duchovny) is looking for that 'special' woman that he hasn't been able to find since the sudden death of his wife, when along comes Grace (Driver). The on-screen chemistry of the couple is excellent and is as believable as it can be for a fictitious romance. James Belushi makes a comic contribution in his supporting role and Grace's four old card-playing 'guardians' are a highlight. RY

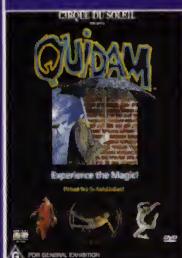


Rating: PG | **Release date:** August 3 | **Verdict:** Perfect to take your new love to. | 7/10

**Birdy**

When somethin' happens in South Central LA, nothin' happens. Birdy (Matthew Modine) is no ordinary man. So fascinated is he by the life of birds that he wishes he could die and be born again as one. After his chopper is shot down in Vietnam he retreats into his own world and gets himself institutionalised by the army. The doctors can't understand him and neither does his old school friend, played by Nicolas Cage. Thankfully, director Alan Parker lets a little light in on a gloomy script, even adding the odd touch of humour. Peter Gabriel goes a little overboard on the synthesised music, but otherwise there's not much at all to complain about. This film was made way back in 1984, but it stands up strongly to most of the stuff on this year's new release list. WM

Price: \$34.95 | **Rating:** M15+ | **Release date:** Out now | **Extras:** Cast and crew profiles, movie trailer. |
Verdict: Rain Man meets *The Boy Who Could Fly*. | 7/10

**Cirque Du Soleil: Quidam**

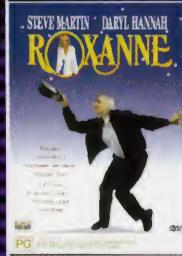
Cirque Du Soleil is a French-Canadian circus that has forged ahead in gaining a reputation as the world's premier performance troupe. Amongst their various travelling shows, *Quidam* is one of their most extravagant. Since the release of *Quidam* on DVD, a shortened version has been televised but the quality of the footage isn't comparable — the DVD is a more colourful and vibrant experience. Many will be familiar with another of the troupe's shows, *Saltimbanco*, which blazed its way across the country last year. It's noticeable that *Quidam* is from the same family and performance styles but it's maturer in its presentation. With 50 of the most amazing performers in the world, and not a lion in sight, this is a visual feast. RY

Price: \$34.95 | **Rating:** G | **Release date:** Out now | **Extras:** None. |
Verdict: Just add popcorn. | 8/10

**eXistenZ**

eXistenZ is a movie based on videogames, but strangely it won't appeal to videogamers. Why? Because it is a film by David Cronenberg, perhaps the world's greatest bizarre filmmaker. The videogame consoles are fleshly organic pods that port directly into humans via the spine. Humans are immersed directly into the game world which looks and feels just like real life, only it's not. The game world, however, is a grotesque alter-reality filled with such things as a flesh-and-bone constructed gun which shoots human teeth as bullets. Very weird. Jennifer Jason Leigh's performance as a zoned-out game designer is wonderful, and Jude Law also gives a fairly good and consistent performance. True film buffs will enjoy it, but for others *eXistenZ* may be a little too strange to handle. NK

Price: \$34.95 | **Rating:** M15+ | **Release date:** Out now | **Extras:** Movie trailers, cast and crew bios. |
Verdict: Bizarre. For science-fiction fans only. | 6/10

**Roxanne**

Despite getting on a bit, this fabulous, whole-hearted update of the Cyrano De Bergerac legend proves that you can make a romantic comedy with genuine romance and comedy. Steve Martin is C.D. Bales, an affable fire-chief somewhere in small-town America. He's lively, intelligent, witty and gregarious. He also has an enormous nose — and a complex about it to match. Having fallen for new girl in town, Roxanne Kowalski (Daryl Hannah), he courts her behind the disguise of love letters seemingly written by another admirer — meathead firefighter Chris. It all adds up to the obvious happy ending, but it's how Martin gets there that counts, structuring the film as a perfectly formed series of comic sketches. Lightweight, but lovable. AL

Price: \$34.95 | **Rating:** PG | **Release date:** Out now | **Extras:** Filmographies, trailer. |
Verdict: Timeless, untacky romantic comedy. | 7/10

Net Sites

Every month Official PlayStation Magazine will bring you the finest sites on the Internet. We'll happily spend endless hours scouring the Web high and low for the best gaming sites for you, just to save you from racking up mammoth phone bills. Aren't we nice? Happy surfing!

WAKE UP AND BE MERRY

www.drinkingchoices.com

Trust us, we know as well as anyone what it's like to be hung-over and what crazy antics just one-too-many beers can lead to. And it's nothing at all to be proud of! This is a Web site initiative for youths that gives all the low-down on the ill effects of underage and irresponsible drinking. And no, it doesn't come down all heavy on you, it's just a cool resource with information and stats for you to check out at your leisure. Pop along and see for yourself - your partying will only get better!

FUNNY STUFF

www.brunching.com

Stuck for a joke to tell your mates? Why not visit the Brunching Shuttlecocks and let their random bar joke generator do the hard work for you? Other toys on this amusing site include an Alanis Morissette Lyric Generator and the office favourite - C.Y.B.O.R.G. If you're the type of person that lies awake at night wondering what your name would be if you were a cyborg, this little beauty will put an end to your sleepless nights.

PHONE HOME

www.vmobile.com.au

Want a mobile phone without any confusing jargon or lengthy contracts? www.vmobile.com.au gives you a new and more simple way to get mobile and stay in touch. It's pretty simple, really. You buy the phone outright and pay for any calls you make with your credit card (yep, you'll be needing one of those!). Like the sound of no connection fee, fixed contracts or access charges? We do, too! More information is just a click away...

LA-LA LAND

www.driveways.com

Our jaunt around Tinsel Town taught us a lot. One being Americans get particularly obsessive about strange things! Apart from the amazing E3 game show, Los Angeles is also home to the entertainment industry's biggest players. Now you can visit Beverly Hills from your own home! This site allows you to download pictures of your favourite stars' driveways and even those you hate!

THE KING OF THE IRON FIST

www.tekkenzaibatsu.com

Calling all Tekken fans! This is one site you simply must visit. Info on all the Tekken games can be found here, including PS2's *Tekken Tag Tournament*, some of the most comprehensive move lists around, screenshots and movie files of the more spectacular end sequences. You'll be a better fighter for it!

MORBIIDLY FUNNY

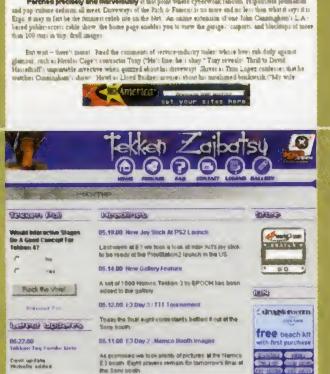
www.findagrave.com

Like we said, people get obsessive about the strangest things... Some sick puppy has pasted this site onto the superhighway for other sick puppies that want to find a grave! If your humour is that way inclined, you'll find it amusing. A huge database of burial listings from cemeteries mainly in the US is listed. You can locate dead relatives, stars from yesteryear and whatever other obscure searches that may pop into your head. For morbid surfers only.

THE PHENOMENON

www.ronaldinho.com

This is the official Web site of the man that simply goes by the name Ronaldinho. *Ronaldinho V-Football* is his new videogame that is also the latest game from Infogrames' V-Series. You can find out pretty much all there is to know about this Brazilian soccer superstar here and it's also the best way to keep on top of the latest news surrounding his injury that could potentially force him into retirement. Fingers crossed that it won't and you can even email him questions and words of support. Cool, eh?



CD Reviews

Zoobombs

Bomb Freak Express

[EMI]



Verdict: A refreshing sound well worth a listen. | 7/10

Soundtrack

Mission: Impossible 2

[Festival]

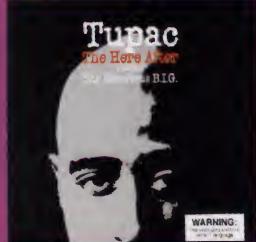


Verdict: Star-studded power music! | 8/10

Tupac

The Here After (feat. The Notorious B.I.G.)

[Shock]



Verdict: A feature album bad guest rappers do not make... | 3/10

P

PNAU

Sambanova

[Warner]



Verdict: A superb debut with much more to come. | 8/10

Firstly, this CD can hardly be called a Tupac album. Whenever a song (except for one, *Criminal*) features a guest, it should be called *Tupac Lets His Mates Have a Go*. Having said that, if the guest rappers were actually skilled, it wouldn't be so bad. You know, guys like Method Man, Redman and other lyricists who have featured on past Tupac CDs. Instead, now we get The Down Ass Niggas, Daddy Marco and Assassin. Does anyone know who these guys are? Only two songs feature Biggie, and they are quite weak anyway. Avoid, unless you're one of those Tupac fans that can't get enough of the late Wessyde Ridah. Ever wondered why these tracks weren't released when Tupac was alive? Because they suck. EC

PNAU consists of Sydney based Peter Mayes and Nick Littlemore, and their debut album is a more than respectable effort. The opening track, *Journey Agent*, is a lovely jazzy number with its tones of soulful brass, while *Mellotron* is a lot more up-tempo and electro bearing resemblance to the deep house sets of Sydney DJ Ken Cloud. The album features live instruments from Mayes and Littlemore as well as Paul Johannessen on keyboard and Gavain McGrath on guitar. *Sambanova* has been out for some time on Aussie label Creative Vibes, and was recently picked up and re-released by heavyweight Warner, ensuring PNAU some mainstream attention. LD

take up the challenge

Take Up The Challenge

Consider yourself an accomplished player? *PSM* dares you to put your skills to the test. The following challenges have been set by the gaming Gods in the *PSM* team to test your mettle.



Tony Hawk's Pro Skater 2

We know we've mentioned this on the cover, but honestly, play this demo and you have the chance of winning \$US10,000 plus a trip to the American H-Games! Turn to page 27 now for the conditions of entry and then slap that demo in and get practising!



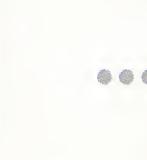
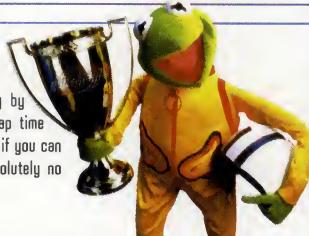
World Championship Snooker

Snooker can be a very stylish game and after a few attempts you should be sinking it with the best of them. Here's how to show off your skill: after your opponent has initially 'broken', don't give him another look-in and sink all your balls. If you're able to manage this, then you're world class.



Muppet RaceMania

Try to impress the voluptuous Miss Piggy by racing as Hermit and getting the fastest lap time possible. Less than 29 seconds is great but if you can manage anything under 25, she'll have absolutely no chance of resisting you!



Tekken III

Using Bryan Fury, beat the game on hard mode without losing one round or the need to use any continues. Make sure you time those big punches (↓, ←, ■ or ↓, ←, ▲) of his to perfection or you're going to find yourself through the floor! This is a super-hard feat, but if you can do it, no one's gonna wanna mess with you!



Metal Gear Solid

With the release of *Metal Gear Solid* 2 on PS2 scheduled for next year, it's time you got some practise in! Head off to the first survival VR mission in the game (not the VR Missions add-on disc) and get cracking. A time less than seven seconds is sneaky stuff.



Challenge of the Month | Wipeout 3



Speed-buffs should enter our *Wipeout 3* challenge this month. If you reckon you can handle the pace, then try and match *PSM*'s official times! Warm your machines up and strap yourself in! And remember, the quickest time will earn its pilot a brand new game of their choice.

On the Samps Run in Venom class, and using the Icarus ship, try and record your quickest times. You should be clocking at least 42 seconds for a lap and 2:14.00 for the entire race.

Happy racing! And keep a few paper bags handy.

Send us proof of your killer time by photographing the screen or sending us a videotape. If your time is the best received by the end of this month, you'll be immortalised as a gaming guru in the pages of September *PSM* and sent the game of your choice from this month's reviewed titles.

Tips for taking photographs: Using a fast film and turning off the flash to cut down on screen reflection, point the camera at the telly and snap away. The darker the room, the better.

Tips for taking videos: We only need you to record your score, so pop in a video (you'll need a spare channel on the video for your PlayStation) and press Record.

Send this coupon and proof of your score to Take Up The Challenge, Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028. Entries close July 25. Sorry, but we cannot return videos and photographs unless you include a self-addressed envelope with the appropriate postage paid.

Name:

Age:

Address:

State:

Phone:

Race Time:

Choice of Prize:

Postcode:

Evidence:



Crash Bandicoot 3: Warped

Take Pura the tiger for a ride on the Orient Express level, which is located in the first warp room. Good players should come in under 25 seconds but if you make it under 20 seconds, you should change your name by dead poll to Grand Master Crash.

HIGH SCORE TABLE

The Nineteenth Hole Club

Golfers are a funny lot, aren't they? Chasing a ball around a lush paddock, then whacking it away again just to get it into a tiny hole... These upstanding lads are the cream of the crop when it comes to the whacky *Everybody's Golf 2*. They don't know what it's like fishing a ball out of a four-foot deep pond like the rest of us because they blaze around the courses with sub-par performances! Michael Struhan hit an amazing score of -22 and he gets a copy of *F1 2000* for his effort. Well done.

1. Michael Struhan	(NSW)	-22
2. Kent Isak	(NSW)	-21
3. Fred Hunter	(VIC)	-18
4. Jason Hall	(NZ)	-15
5. Luke Bastin	(VIC)	-12



Cool Boarders 2

Don your beanie and woolly underdeks and head over to Titan's Toe for the big air challenge – go for the highest score ever! Cool players should hit the 1600 mark but scores of 1750-plus are well and truly gnarly.



Need For Speed IV: High Stakes

How good are you at evading the cops? Try taking them on in Pursuit mode by driving the Porsche 911 at Hindmarsh Park and don't let them pull you over! Oh, and make sure you pop the difficulty setting on hard before you start your engine up!



comingsoon

most wanted



Australia's most wanted. These are the games that *Official PlayStation Magazine* readers are most excited about. How about you? Write to the normal address and tell us what you're dying to play, and even what you're not!



- 1. Tony Hawk's Pro Skater 2**
Ply 'n' grind with the birdman on do-it-yourself skate parks. Too cool.
Release date: September
20% of vote

up 6



- 2. Driver 2**
Take to the streets and evade the cops in all new cities. Can't wait.
Release date: November
18% of vote

down 1



- 3. World Touring Cars**
The mighty Mount Panorama beckons. Are you up to the challenge?
Release date: September
15% of vote

up 5



- 4. Time Crisis: Project Titan**
PSM readers have this mighty sequel in their sights.
Release date: September
12% of vote

no change



- 5. Spider-Man**
He does whatever a spider can and our spidey senses are tingling.
Release date: October
8% of vote

no change



- 6. Vagrant Story**
It seems most readers have finally finished *Final Fantasy VIII* and want more.
Release date: July
7% of vote

new entry



- 7. In Cold Blood**
Sneak 'em up spy antics out this month from Sony.
Release date: July
5% of vote

up 2



- 8. Chase The Express**
All aboard for Sony's exhilarating action-adventure ride.
Release date: September
4% of vote

new entry



- 9. Duke Nukem: Land Of The Babes**
It seems many *PSM* readers are getting tired of waiting for the Dukester.
Release date: September
3% of vote

down 6



- 10. Rayman 2**
The limbless hero bounces back onto PlayStation and into our hearts.
Release date: September
3% of vote

new entry

comingsoon >>>>>>>>>

At the time of going to press, this is the definitive list as to when you can purchase the latest PlayStation games. However, please bear in mind that making videogames is an extremely volatile process, and release dates are likely to fall down quicker than Anthony Mundine in his next boxing bout. Please phone your friendly neighbourhood games store to check the game is in stock before you smash open your piggy bank.

July			Future Releases (cont'd)		
All Star Tennis 2000	Ubi Soft/Jack Of All Games	Tennis sim	Infestation	Ubi Soft/Jack Of All Games	Action
Alundra 2	Activision	Role-playing game	Inspector Gadget	Ubi Soft/Jack Of All Games	Platformer
Army Men: Meltdown	3DO/Sony	Strategy	Jerry Lopez Surf Riders	Ubi Soft/Jack Of All Games	Surfing sim
Darkstone	Take 2/Jack Of All Games	Action	Jet Rider 3	Rage/Sony	Racing
Destruction Derby Raw	Psygnosis/Sony	Racing	Joe Blow	Take 2/Jack Of All Games	Platformer
Disney Magical Racing	Infogrames/Ozisoft	Kart racing	Jungle Book	Ubi Soft	Platformer
Driver Platinum	Reflections/Ozisoft	Car adventure	Karting World Championship	Midas/Metro	Kart racer
Galerians	Crave/Sony	Survival horror	Kiss: Psycho Circus	Take 2/Jack Of All Games	Shoot 'em up
Hidden and Dangerous	Take 2/Jack Of All Games	Strategy	Legend Of Dragoon	Sony	Role-playing game
In Cold Blood	Revolution/Sony	Action-adventure	Lion King 2	Activision	Platformer
Konami Rally	Konami/Ozisoft	Rally sim	Martian Gothic: Unification	Take 2/Jack Of All Games	Shoot 'em up
Moho	Take 2/Jack Of All Games	Fighting adventure	Mat Hoffman's Pro BMX	Activision	BMX sim
Player Manager 2000	3DO/Sony	Soccer management	Messiah	Interplay	Shoot 'em up
Suikoden II	Konami/Ozisoft	Role-playing game	Mike Stewart Boarding	Midas	Bodyboarding sim
Team Buddies	Psygnosis/Sony	Arcade battle 'em up	Mike Tyson Boxing	Codemasters/Ozisoft	Boxing sim
Vagrant Story	Square/Sony	Role-playing game	Mille Miglia	SCI/Ozisoft	Racing
Wild Arms 2	Sony	Role-playing game	Motorhead 2	Infogrames/Ozisoft	Futuristic racer
Wipeout Special Edition	Sony	Futuristic racing	MTV BMX Extreme	THQ	BMX sim
August			MTV Skateboarding		
Grind Session	3DO/Sony	Skateboarding sim	Nightmare Creatures 2	Konami/Ozisoft	Action-adventure
Madden NFL 2001	EA Sports	NFL sim	Olympic Games	Eidos/Ozisoft	Sports sim
Planet Of The Apes	Fox/EA	Action-adventure	Pool Palace Academy	Ubi Soft/Jack Of All Games	Pool sim
Premier League Stars 2001	EA Sports	Soccer sim	Rayman 2	Ubi Soft/Jack Of All Games	Platformer
Rugby 2001	EA Sports	Rugby sim	RC de GO	Acclaim	Action
Terracor	Sony	Action-adventure	Re-Volt 2	Acclaim	Racing
Vib Ribbon	Sony	Puzzler	Rogue Spear	Saffire/Jack Of All Games	Soldier sim
X-Men Mutant Academy	Activision	Beat 'em up	Rollerball	MGM/EA	Futuristic sport sim
Future Releases			Saboteur		
Alien Resurrection	Fox/EA	Action-adventure	Shane Warne Cricket 2000	Codemasters/Ozisoft	Cricket sim
Alone In The Dark 4	Infogrames/Ozisoft	Action-adventure	Sheep	Empire/QV Software	Herd 'em up
Animorphs	Ozisoft	Action	Simpsons Bowling	EA	Bowling sim
ATV Racing	Acclaim	Racing	Simpsons Wrestling	EA	Wrestling sim
Baldur's Gate	Interplay	Role-playing game	Soul Reaver 2	Eidos/Ozisoft	Action-adventure
Batman	Ubi Soft/Jack Of All Games	Action-adventure	Spider-Man	Activision	Action
Black & White	Midas	God sim	Spin Jam	Empire/QV Software	Puzzler
Buffy The Vampire Slayer	Fox/EA	Action-adventure	Speedball 2100	Empire/QV Software	Future sport
Chase The Express	Sony	Action-adventure	Star Trek Invasion	Activision	Space combat
Commandos 2	Eidos/Ozisoft	Strategy	Star Wars Demolition	LucasArts/Metro Games	Racer
Dance Dance Revolution	Konami/Ozisoft	Dancing sim	Tanktics	Infogrames/Ozisoft	Strategy
Danger Girl	Ozisoft	Action-adventure	The Grinch	Konami/Ozisoft	Platformer
Dark Stone	Take 2/Jack Of All Games	Beat 'em up	The Nomad Soul	Eidos/Ozisoft	Adventure
Dave Mirra Freestyle BMX	Acclaim	BMX sim	The World Is Not Enough	Fox/EA	Shoot 'em up
Dinosaur	Ubi Soft/Jack Of All Games	Platformer	Tenchu 2	Activision	Fighting adventure
Donald Duck	Ubi Soft/Jack Of All Games	Platformer	Terracor	Sony	Action-adventure
Driver 2	Reflections/Ozisoft	Car adventure	Test Drive 6	Infogrames/Ozisoft	Racing
Duke Nukem: LOTB	Ozisoft	Shoot 'em up	Time Crisis: Project Titan	Namco/Sony	Gun shoot 'em up
Earthworm Jim 3D	Shiny/Interplay	Platformer	Titan AE	Fox/EA	Space combat
ECW Anarchy Rules	Acclaim	Wrestling sim	Tony Hawk's Pro Skater 2	Activision	Skateboarding sim
El Dorado	Ubi Soft/Jack Of All Games	Adventure	Toshinden 4	Studio 3/Sony	Beat 'em up
Eternal Eyes	Sunsoft	Role-playing game	Unreal	Ozisoft	Shoot 'em up
Evil Dead	THQ/Ozisoft	Scare 'em up	Vanishing Point	Acclaim	Racing
F1 Racing Championship	Ubi Soft/Jack Of All Games	F1 racing	VIP	Ubi Soft/Jack Of All Games	Action-adventure
Final Fantasy IX	Square/Sony	Role-playing game	Wacky Races	Infogrames/Ozisoft	Racing
Flintstones Bedrock Bowling	Ubi Soft/Jack Of All Games	Bowling sim	Wild Wild West	Southpeak/Ozisoft	Action-adventure
GTA: Miami	Take 2/Jack Of All Games	Car adventure	World Touring Cars	Codemasters/Ozisoft	Racing
HBO Boxing	Acclaim	Boxing sim	World's Scariest Police Chases	Fox/EA	Driving

TOP 40 GAMES

The movers and the shakers, the top dogs and the sad puppies, the high-rollers and the low-lifes... Here, in its entirety, is the *PSM* Top 40 – thanks to Kmart and Inform.

Rev-heads are still keeping the legendary *Gran Turismo 2* and its older Platinum brother at the top of the charts, but the Nemesis isn't scaring as many people as he'd like, dropping 16 spots since last month. The *Syphon Filter 2* virus must be infecting all after debuting at second place!



Pos	Name	Developer	Distributor
1	Gran Turismo 2	Polyphony	Sony
2	Syphon Filter 2	989	Sony
3	Crash Bandicoot 3: Warped	Naughty Dog	Sony
4	Cricket 2000	EA Sports	EA
5	WWF SmackDown	Yukes	Ozisoft
6	Driver	Reflections	Ozisoft
7	Tony Hawk's Skateboarding	Neversoft	Activision
8	Crash Team Racing	Naughty Dog	Sony
9	Tomorrow Never Dies	Black Ops	EA
10	Army Men 3D	3DO	Sony
11	Gran Turismo Platinum	Polyphony	Sony
12	AFL 99	EA Sports	EA
13	Army Men: Sarge's Heroes	3DO	Sony
14	Need For Speed IV: High Stakes	EA	EA
15	A Bug's Life Platinum	Disney	Sony
16	Spyro Platinum	Insomniac	Sony
17	Crash Bandicoot 2 Platinum	Naughty Dog	Sony
18	Resident Evil 3 Nemesis	Capcom	Ozisoft
19	Crash Bandicoot Platinum	Naughty Dog	Sony
20	Spyro The Dragon	Insomniac	Sony
21	Syphon Filter	989	Sony
22	MediEvil 2	Sony	Sony
23	Metal Gear Solid Platinum	Konami	Ozisoft
24	Ace Combat 3 Electrosphere	Namco	Sony
25	Muppet RaceMania	Traveller's Tales	Sony
26	This Is Soccer	Sony	Sony
27	Crash Bandicoot 3: Warped Platinum	Naughty Dog	Sony
28	Pac-Man World	Namco	Sony
29	Shane Warne Cricket '99	Codemasters	Ozisoft
30	Barbie Race And Ride	Mattel	Sony
31	Theme Park World	Bullfrog	EA
32	Time Crisis Platinum	Namco	Sony
33	Medal Of Honor	Dreamworks	EA
34	Silent Hill	Konami	GT
35	Asteroids	Syrox	Activision
36	Grand Theft Auto 2	DMA Design	JOAG
37	Spyro 2: Gateway To Glimmer	Insomniac	Sony
38	Colin McRae Rally Platinum	Codemasters	Ozisoft
39	Tenchi: Stealth Assassins	Sony Music Entertainment	Activision
40	Tekken III Platinum	Namco	Sony

B R O U G H T T O Y O U B Y

Kmart

inform

TALKING SHOP

Enough of our yakking, you want to know what PlayStation fans have actually spent their hard-earned dollars on this month. We took a peek in the bags of this unsuspecting lot to find out.



Name: Toopan
Occupation: Student
Bought: *Gran Turismo*



Name: Mark
Occupation: Plumber
Bought: *Final Fantasy VII*



Name: Ramulaz
Occupation: Student
Bought: *Everybody's Golf 2*



Name: Tom
Occupation: Student
Bought: *Wu-Tang: Taste The Pain*

And why...
"The graphics are fairly good and the cars handle well. Also, the variety of cars is greater than any other game."

And why...
"Gotta love that kung fu style!"

Official PlayStation Magazine RECOMMENDS



Muppet RaceMania



Syphon Filter 2



Colin McRae Rally 2.0



Gran Turismo 2



It's time to play the music, it's time to light the lights... Now this is what we call a Muppet Show! There's every muppet character imaginable, loads of challenging tracks, bizarre weapons and crazy vehicles in this brilliant kart racer.

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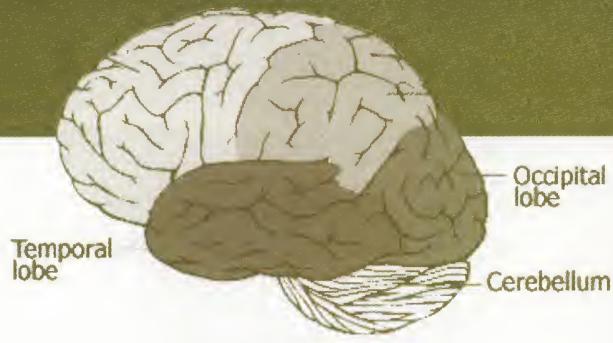
Australia's No. 1 retailer for Sony PlayStation games.



The Secret's out!



KM7014/JULY



[greymatter]

Let our mighty brain take the strain out of any purchases for that little grey box. Neural networks have been searched and brain cells destroyed simply to bring you this hot 100.



COLIN MCRAE RALLY 2.0



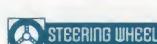
CRASH TEAM RACING



DESTRUCTION DERBY RAW



DUAL SHOCK



Title	Style	Price	Icon	Description	Score
40 Winks	3D adventure	\$89.95 NZ\$119.95	W 🎮 🏁 🎯	An excellent adventure incorporating great puzzles and massive levels.	8
A Bug's Life	3D platformer	\$39.95 NZ\$39.95	W 🎮 🏁 🎯	Slow-paced, colourful platformer that young kids will love.	6
Ace Combat 3: Electrosphere	Combat/flight sim	\$69.95 NZ\$79.95	W 🎮 🏁 🎯	A fantastic flight sim that mixes skill with military know-how.	8
AFL 99	Aussie Rules	\$89.95 NZ\$99.95	W 🎮 🏁 🎯	The quintessential Australian game now on PlayStation, and it's great fun.	7
Alundra	RPG	\$79.95 NZ\$89.95	W 🎮 🎯	Zelda for the PlayStation – compulsively addictive.	9
Anna Kournikova's Smash Court Tennis	Tennis sim	\$59.95 NZ\$59.95	W 🎮 🎯	Cute, fun, tennis action – multiplayer mode is a winner.	8
Ape Escape	3D platformer	\$69.95 NZ\$79.95	W 🎮 🏁 🎯	The monkeys will drive you bananas in this challenging platformer.	9
Apocalypse	Shoot 'em up	\$89.95 NZ\$99.95	W 🎮 🎯	Here's your chance to play as Bruce Willis!	8
Beatmania	Disc-jockey sim	\$129.95 NZ\$TBC	W 🎮 🎯	One of the funkiest PlayStation games and hilarious with your mates.	8
Bishi Bashi Special	Party game	\$89.95 NZ\$109.95	W 🎮 🎯	Fantastic fun. Over-the-top, Japanese mayhem at its finest.	8
Bloody Roar 2	Beat 'em up	\$89.95 NZ\$99.95	W 🎮 🎯	A fine, quick, responsive fighting machine to unleash the animal in you.	8
Bust A Groove	Dance 'em up	\$69.95 NZ\$79.95	W 🎮 🎯	If Saturday Night Fever were a game, then this would be it.	8
Bust-A-Move 4	Puzzler	\$89.95 NZ\$99.95	W 🎮 🎯	Simple yet infuriatingly addictive puzzle game.	9
Chessmaster 2	Chess sim	\$89.95 NZ\$99.95	W 🎮 🎯	If you want to learn or play chess, look no further than this.	8
Colin McRae Rally	Rally sim	\$49.95 NZ\$69.95	W 🎮 🎯	A compulsory purchase for all racing fans.	9
Colin McRae Rally 2.0	Rally sim	\$89.95 NZ\$119.95	W 🎮 🎯	Rallying reaches new heights of realism – fast, scary and varied.	9
Colony Wars: Red Sun	Space combat	\$49.95 NZ\$49.95	W 🎮 🎯	Challenging and compelling space combat.	9
Command & Conquer	Strategic warfare	\$39.95 NZ\$49.95	W 🎮 🎯	Military strategy on a very small scale.	8
Cool Boarders 4	Snowboarding sim	\$89.95 NZ\$99.95	W 🎮 🎯	The fourth (and best) instalment of the Cool Boarders series.	8
Crash Bandicoot 3: Warped	Platformer	\$39.95 NZ\$39.95	W 🎮 🎯	Loads of variety and brilliant fun for fans of the bushy-browed marsupial.	9
Crash Team Racing	Kart racer	\$79.95 NZ\$79.95	W 🎮 🎯	Fantastic party game that stars the world's favourite bandicoot.	9
Croc 2	3D platformer	\$79.95 NZ\$99.95	W 🎮 🎯	Reptilian fun complete with gobbos, special challenges and even boat racing.	8
Destruction Derby 2	Smash 'em up derby	\$39.95 NZ\$39.95	W 🎮 🎯	Great value crash-and-smash racing.	8
Destruction Derby Raw	Smash 'em up derby	\$69.95 NZ\$79.95	W 🎮 🎯	Tons of variety and a superb four-player mode – crashing a car has never been more appealing.	8
Devil Dice	Puzzler	\$59.95 NZ\$59.95	W 🎮 🎯	Eccentric puzzler which intrigues and frustrates.	8
Die Hard Trilogy	Arcade adventure	\$39.95 NZ\$39.95	W 🎮 🎯	Three good games for the price of one.	8



Die Hard Trilogy



DRIVER



EURO 2000



Title	Style	Price	Icons	Description	Score
Dino Crisis	Action adventure	\$69.95 NZ\$99.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	Nasty Jurassic adventure for your PlayStation – suitably gory.	9
Discworld Noir	Point 'n' click adventure	\$79.95 NZ\$99.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	The most atmospheric and visually stunning adventure of its type.	8
Doom	First-person shoot 'em up	\$29.95 NZ\$99.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	The classic spooky first-person shoot 'em up.	8
Driver	Car chaser	\$89.95 NZ\$99.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	A new concept in driving games – gorgeous to look at, satisfying to play.	9
Duke Nukem: Time To Kill	Shoot 'em up adventure	\$69.95 NZ\$59.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	Humorous but violent 3D blaster.	8
Eagle One: Harrier Attack	Flight sim	\$89.95 NZ\$109.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	A top-notch flight sim with massive areas.	8
Euro 2000	Soccer sim	\$79.95 NZ\$79.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	Plays smooth, looks good and has a brand new license to boot.	8
Everybody's Golf 2	Arcade golf	\$49.95 NZ\$69.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	One of the best sports games you can buy.	9
Fear Effect	Action adventure	\$89.95 NZ\$99.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	A genre-busting, puzzle-filled adventure with cinematic presentation.	8
FIFA 99	Soccer sim	\$79.95 NZ\$99.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	Stunning visuals and lots of fun to play.	8
Final Fantasy VIII	Role-playing game	\$89.95 NZ\$99.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	A role-playing masterpiece and one of the most mesmerising games ever.	10
Final Fantasy VII	Role-playing game	\$39.95 NZ\$39.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	An epic role-playing adventure that everyone can enjoy.	10
Formula 1 '99	Motor racing sim	\$79.95 NZ\$99.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	A comprehensive F1 game with superb handling and visuals.	8
Ghoul Panic	Shoot 'em up	\$49.95 NZ\$69.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	Time to don your holster once again for this great 3D adventure from the <i>Point Blank</i> creators.	7
G-Police: Weapons Of Justice	Flight sim/ shooter	\$69.95 NZ\$69.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	Great dogfighting and flying gameplay – an excellent sequel.	8
Gran Turismo	Sports car racing	\$39.95 NZ\$39.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	The second-best racing game ever made.	10
Gran Turismo 2	Sports car racing	\$79.95 NZ\$89.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	The very best just got better. More cars, tracks and rally racing.	10
Grand Theft Auto 2	Criminal action adventure	\$89.95 NZ\$119.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	Controversial and addictive, <i>GTA2</i> will have you in a virtual underworld of crime.	9
Grandia	Role-playing game	\$79.95 NZ\$109.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	One of the best RPGs available featuring an involving story set on a massive scale.	8
Hogs Of War	Pig warfare	\$69.95 NZ\$99.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	Surprisingly tactical roaster, with strategy and character progression – top multiplayer larks.	8
In Cold Blood	Action adventure	\$69.95 NZ\$99.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	Possibly this year's most challenging game – a refreshing new take on the stealth the 'em up genre.	8
International Track & Field 2	Athletics sim	\$79.95 NZ\$99.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	This title has a few new events and noticeably better graphics.	7
ISS Pro Evolution	Soccer sim	\$79.95 NZ\$109.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	The Konami team have outdone themselves once more with the best soccer game ever.	10
Jedi Power Battles	Fighting adventure	\$89.95 NZ\$99.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	Slick, entertaining and eminently playable challenge in the Star Wars universe.	8
Jonah Lomu Rugby	Rugby sim	\$89.95 NZ\$109.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	The best (and only) rugby sim out there.	8
KKND: Krossfire	Strategic warfare	\$89.95 NZ\$99.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	Fantastic Australian-made warfare strategy game.	9
Knockout Kings 2000	Boxing sim	\$79.95 NZ\$99.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	Legendary champions and great looks make this the best boxing sim out there.	8
Le Mans 24 Hours	Touring car racing	\$79.95 NZ\$99.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	No challenger to the <i>Gran Turismo</i> games, but a strong racer in its own right.	7
Legacy Of Kain: Soul Reaver	3D adventure	\$89.95 NZ\$109.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	<i>Tomb Raider</i> with vampires. Superb.	9
LMA Manager	Soccer management	\$89.95 NZ\$89.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	The best soccer management title yet.	9
MediEvil 2	Arcade adventure	\$49.95 NZ\$69.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	Fun and very playable adventure romp.	9
Metal Gear Solid	Sneak 'em up adventure	\$49.95 NZ\$69.95	[Icon: Map, Camera, Gun, Car, Boat, Plane, Key, Heart, Star, Circle, Cross, Asterisk]	Simply the best game ever made, now on Platinum.	10





[greymatter]



Title	Style	Price	Icons	Description	Score
Metal Gear Solid: Special Missions	MGS training missions	\$49.95 NZ\$69.95		Metal Gear devotees will love it, but it doesn't have the magic of the real game.	7
Micro Machines V3	Dinky racer	\$49.95 NZ\$59.95		Cute and addictive mini racing action.	9
Micro Maniacs	Wacky racer	\$79.95 NZ\$119.95		There's no finer eight-player racing game on PlayStation.	9
Monkey Hero	RPG/arcade adventure	\$89.95 NZ\$99.95		Simple and satisfying adventure – a perfect introduction to RPGs for youngsters.	8
Mortal Kombat 3	Beat 'em up	\$89.95 NZ\$39.95		A fun, old-style, gory beat 'em up.	8
MTV Sports: Snowboarding	Snowboarding sim	\$89.95 NZ\$119.95		A fine, more trick-oriented rival to the Cool Boarders games.	8
Muppet RaceMania	Kart racer	\$49.95 NZ\$69.95		Superb kart racing with all your favourite furry Muppets.	9
Music 2000	Music creation	\$79.95 NZ\$119.95		An improved interface with more options, this is better than its great predecessor.	9
NBA Live 2000	Basketball sim	\$89.95 NZ\$99.95		The newly crowned basketball king for the PlayStation.	9
Need For Speed: Porsche 2000	Racing	\$79.95 NZ\$99.95		Sheer heaven for any Porsche fan. A top racing game with high performance machines.	8
NFL Blitz 2000	American football sim	\$89.95 NZ\$99.95		Fantastic and addictive gameplay that will have you reaching for the Gatorade.	9
N-Gen Racing	Airborne racer	\$79.95 NZ\$99.95		Technically spectacular racing at supersonic speed. Slick and highly addictive.	8
NHL 2000	Ice hockey sim	\$89.95 NZ\$99.95		Fast and furious, this is the supreme ice hockey simulation.	9
Oddworld: Abe's Exoddus	Platform adventure	\$69.95 NZ\$69.95		More engaging and quirky platform adventuring.	8
Oddworld: Abe's Oddysee	Platform adventure	\$49.95 NZ\$49.95		Full of bright ideas and originality.	9
Omega Boost	3D shooter	\$59.95 NZ\$69.95		One of the best 3D shooters on PlayStation.	8
Pac-Man World	Platformer	\$59.95 NZ\$69.95		Celebrate Pac-Man's 20th birthday with this silky-smooth platformer.	8
PaRappa The Rapper	Rap 'em up	\$59.95 NZ\$99.95		Before Jammer Lammy there was PaRappa. Hilarious fun if you can find it.	9
Player Manager 2000	Soccer management	\$59.95 NZ\$99.95		Unrivalled depth and packed with viewing modes – the ultimate management challenge.	9
Point Blank	Shoot 'em up	\$59.95 NZ\$99.95		Accurate gunplay that is addictive and entertaining.	8
Point Blank 2	Shoot 'em up	\$59.95 NZ\$69.95		Highly addictive puzzle game with a gun – a great sequel with the Doctors.	7
Quake II	First-person shooter	\$89.95 NZ\$99.95		An extremely impressive conversion to the PlayStation. Don't miss this one!	10
RC Stunt Copter	Helicopter/flight sim	\$89.95 NZ\$99.95		Tricky and fun radio-controlled helicopter mayhem.	8
Ready 2 Rumble Boxing	Arcade boxer	\$89.95 NZ\$119.95		An entertaining boxing game with more flair than any other!	7
Resident Evil 2	Scary adventure	\$49.95 NZ\$109.95		More horrific, zombie-filled, 3D adventuring.	10
Resident Evil 3: Nemesis	Scary adventure	\$89.95 NZ\$99.95		A brilliant and horrific adventure that will challenge the best gamers.	9
Ridge Racer Type 4	Arcade racer	\$49.95 NZ\$89.95		The finest arcade racing game that your money can buy.	9
Rollcage Stage II	Futuristic racer	\$49.95 NZ\$99.95		Defy gravity once more in this excellent racer.	9
R-Type Delta	Shoot 'em up	\$89.95 NZ\$109.95		Retro blasting to make you weep with happiness.	7
Rugrats Studio Tour	Kids platformer	\$89.95 NZ\$99.95		Variety and challenges make this a worthy kids game.	8
Shane Warne Cricket '99	Cricket sim	\$49.95 NZ\$59.95		Joy as cricket comes to the PlayStation.	9
Silent Hill	Horror adventure	\$89.95 NZ\$119.95		Plenty of gory stuff packed into this disc – don't play this game alone.	8

DURL SHOCK

MEMORY CARD

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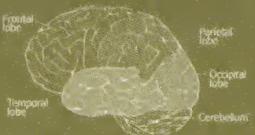
LINK CABLE

GUN

MOUSE

RGB CON

NO. OF PLAYERS



Title	Style	Price	Icons	Description	Score
Sled Storm	Snowmobile racer	\$89.95 NZ\$99.95	[Icon Set]	A very playable game that has great jumps, shortcuts and crazy tricks.	8
Soul Blade	Beat 'em up	\$39.95 NZ\$99.95	[Icon Set]	This is hack and slash fighting for the PlayStation. Not for the uninitiated.	8
Speed Freaks	Kart racing	\$69.95 NZ\$79.95	[Icon Set]	Cheerful multiplayer racing game with colourful characters and tracks.	8
Spyro The Dragon	Platformer	\$39.95 NZ\$39.95	[Icon Set]	Control that charming little purple dragon called Spyro through a cutesy adventure.	8
Spyro 2: Gateway To Glimmer	3D adventure	\$69.95 NZ\$79.95	[Icon Set]	Cute 3D platformer with much charm and challenge.	9
Star Wars: The Phantom Menace	3D adventure	\$79.95 NZ\$109.95	[Icon Set]	Accurate and compelling simulation of an amazing movie.	9
Street Fighter Alpha 3	Beat 'em up	\$89.95 NZ\$119.95	[Icon Set]	The best of the Street Fighter bunch.	9
Street Skater 2	Skateboard sim	\$79.95 NZ\$79.95	[Icon Set]	Frustrating and rewarding, the skate park editor adds a new dimension.	8
Syphon Filter	3D adventure	\$69.95 NZ\$79.95	[Icon Set]	Multiple objectives keeps this espionage game interesting.	8
Syphon Filter 2	3D action adventure	\$69.95 NZ\$89.95	[Icon Set]	Even better than its popular predecessor.	9
Tarzan	Platformer	\$79.95 NZ\$79.95	[Icon Set]	Solid kids platformer with great graphics, strong characters and good variety.	7
Tekken III	Beat 'em up	\$39.95 NZ\$39.95	[Icon Set]	The beat 'em up to beat all beat 'em ups.	10
Tenchu	Action adventure	\$49.95 NZ\$99.95	[Icon Set]	A hugely entertaining and challenging ninja game.	7
Theme Park World	Strategy	\$49.95 NZ\$59.95	[Icon Set]	Build and manage a park to rival Disneyland – then enjoy the rides yourself. Top fun.	8
Thrasher: Skate & Destroy	Skateboard sim	\$89.95 NZ\$99.95	[Icon Set]	Not quite up to the lofty standard set by Tony Hawk, but a top game nonetheless.	8
Time Crisis	Shoot 'em up adventure	\$39.95 NZ\$99.95	[Icon Set]	The grooviest, bloodiest lightgun adventure.	9
TOCA: Touring Car Championship	Motor racer	\$39.95 NZ\$79.95	[Icon Set]	Amazingly realistic and detailed racing car sim.	9
Tomb Raider: The Last Revelation	3D adventure	\$89.95 NZ\$119.95	[Icon Set]	Atmospheric, beautiful and well-crafted for unlimited exploration!	10
Tony Hawk's Skateboarding	Skateboarding sim	\$89.95 NZ\$99.95	[Icon Set]	Finally a skating game worthy to add to your collection.	9
UEFA Champions League Season 99/00	Soccer sim	\$69.95 NZ\$119.95	[Icon Set]	All the requisite tackles, through balls and long passes you could wish for with the Euro big boys.	8
Um Jammer Lammy	Musical party game	\$59.95 NZ\$69.95	[Icon Set]	The wacky sequel to PaRappa with a collection of guitar-based tunes.	8
Urban Chaos	Action adventure	\$79.95 NZ\$109.95	[Icon Set]	A highly compulsive adventure packed with intrigue and variety.	8
Vagrant Story	Action RPG	\$79.95 NZ\$99.95	[Icon Set]	An addictive RPG that borrows from action games set in an original fantasy world.	9
Vandal Hearts II	RPG	\$89.95 NZ\$99.95	[Icon Set]	A quality RPG that is challenging and encompasses many elements.	8
Vigilante 8	Driving combat	\$89.95 NZ\$89.95	[Icon Set]	Funky car chases and blasting action.	9
V-Rally 2	Rally racing adventure	\$89.95 NZ\$109.95	[Icon Set]	Unprecedented quality in a rally game – isn't that reason enough?	10
Warzone 2100	Real-time strategy	\$89.95 NZ\$109.95	[Icon Set]	The 3D graphics and gameplay are exceptional for this genre.	9
Wipeout 3	Futuristic racer	\$79.95 NZ\$89.95	[Icon Set]	A great looking racer with an excellent, pumping soundtrack.	10
World Championship Snooker	Snooker sim	\$79.95 NZ\$119.95	[Icon Set]	This super-smooth sim provides hours of endless fun. Realistic and relaxing.	8
Worms Armageddon	Turn-based shoot 'em up	\$89.95 NZ\$99.95	[Icon Set]	A hilarious party game that is still as entertaining as ever.	8
Wu-Tang: Taste The Pain	Beat 'em up	\$89.95 NZ\$99.95	[Icon Set]	The famous rappers star in this nasty beat 'em up. This one's violent and gory.	8
WWF SmackDown	Wrestling sim	\$89.95 NZ\$99.95	[Icon Set]	The thinking man's clinch 'em up, SmackDown is a solid, no-nonsense slap and grapple.	8



DUAL SHOCK



MEMORY CARD



ANALOG



MULTITAP



STEERING WHEEL



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MOUSE



NEC CON



NO. OF PLAYERS



on the cd

Official Australian PlayStation Magazine

ACP
36

on the cd
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on the cd
on the cd



Step 1: Pop up the lid and place PSM's disc into your lucky PlayStation.



Step 2: Then it really is as straightforward as pressing Power on your machine. Go on, risk it.



Step 3: Cue Song, PlayStation and then Powerline logos. Finally the game name flashes on a funky background. Like this.



Step 4: Scroll left and right with the D-Pad to select other demos and then press Start to play.



Any problems, just pop your disc in an envelope to the address above and we'll send you a replacement.

TONY HAWK'S PRO SKATER 2

Publisher: Activision
Style: Skateboarding sim
Program: Playable demo

Here's the one you've all been waiting for. Not only is it back, but it's bigger and better than ever before. Our demo enables you and a mate to play as either Tony or Chad Muska. You can check out Marseille's skate park, packed with fly-offs, bowls, and half and quarter pipes. But just in case that's not enough, we've even included a taster of the game's fantastic Skate Park Editor and Create A Skater.

Controls

- ▲ Grind
- Flip trick
- Grab trick
- ✖ Crouch and jump
- ↑ Lean forward/exit pool
- ← Turn/balance while grinding
- ↓ Brake/lean back
- L1 Fast spin (hold)
- R1 Fast spin (hold)
- R2 Switch/regular
- Start Pause
- Select Exit demo

Tips

Tap ↑/↓ or ↓/↑ for manuals/nosemanuals.
Use ←+▲ or →+▲ to nose or tail-slide.

Additional Features

The full game features new tracks from around the globe. They're not only twice the size of their predecessors, but also contain secret areas. There's an eight-player mode and a tag mode where your objective is to shove your friend into the asphalt.

Further Information

Check out PSM 35's mammoth feature on the making of *Tony Hawk's Pro Skater 2* (page 44).

TURN TO PAGE 27
FOR OUR MASSIVE
TONY HAWK
COMPETITION!





EURO 2000

Promising to be THE soccer event of the season, our demo focuses on the ultimate grudge match – England Vs Germany. Only the first half is available, so you'll need an outright win.

Controls

Player Controls

- ←↓↑→ Move player/aim shots
- Tap ▲ Sprint
- Shoot/conservative tackle
- ✗ Pass/switch players
- Lob/aggressive tackle
- L1 Through pass
- R1 Hard tackle

Heading

- (hold) Header on goal
- (hold) Header to player's chest
- ✗ (hold) Header to player's feet

Volleying

- (x2) Volley or bicycle kick
- (x2) Volley to player's chest
- ✗ (x2) Volley to player's feet

Skill moves

- L2 Tap to hurdle/press to shimmy
- R2 Tap to spin 360 degrees/press to flick

Publisher: EA
Style: Soccer sim
Program: Playable demo



Additional Features

The finished game features all 51 Euro teams, real venues and classic matches.

Further information

Turn to page 75 to see how it fared.



IN COLD BLOOD

From acclaimed developer Revolution (the maker of *Broken Sword*) comes one of the most ambitious PlayStation games ever produced. Having moved away from the dated point-and-click interface of its earlier games, Revolution has attempted to combine adventure game play with the production values of a Hollywood blockbuster. *In Cold Blood* is a sprawling, cinematic tale of war, dictatorship, betrayal and espionage set in the not so distant future. China and the US are on the brink of war over Taiwan prompting a global crisis. Highly innovative and immense in terms of the breadth of its vision, this has to be one of the most eagerly-awaited titles of the year. To find out more check out our playtest on page 66.

Publisher: Sony
Style: Action-adventure
Program: Video



MUPPET RACEMANIA

Publisher: Sony
Style: Kart racer
Program: Playable demo

Making their PlayStation debut are Kermit, Miss Piggy, Gonzo and the rest of the gang. This hilarious kart racer sees you battling it out in true Muppet style. Our demo features two tracks from the game – the Graveyard and the Canyon. You can race either on your own or with a mate as either Kermit, Rizzo, Beaker or Animal.



Controls

- | | |
|--------------------------|---|
| ✗ Accelerate | L2 Launch pick-up two |
| ■ Jump | R1 Boost (fruit charges the Boost Meter — a flashing Boost Meter gives you a MegaBoost) |
| ▲ Camera | R2 Special move (only operational with a full Boost Meter and lasts for five seconds) |
| ● Brake and auto reverse | |
| ✗+● Power-slide | |
| ← Turn left | |
| → Turn right | |
| Start Pause | |
| L1 Launch pick-up one | |

Additional Features

The full game contains 12 different modes, including Stunt Arenas, Adventure and Chicken Chase; 25 Muppets, including Sam The Eagle, Rowlf and Animal; and 25 vehicles, including a Doozer Tipper, Dr Teeth's Hotrod and the Pigs In Space spaceship.

Further information

For more Muppet fun check out the full review in PSM 34 (page 66).



HOGS OF WAR

Publisher: Infogrames
Style: Worms with pigs in it
Program: Video

Did you think a game about an army of worms fighting to their death was just a little too weird? If so, this probably isn't the game for you. This time around it's pigs. Porcine armies, boasting some pretty impressive weapons, battle it out in a World War like no other. Hoards of hogs with a lust for blood and bacon take to the battlefield and mayhem ensues. All this and Rik Mayall's voice (of *The Young Ones*)! Turn to the review on page 72 for more info.





This is the complete guide to using your demo disc

WORLD C'SHIP SNOOKER

With World Championship fever in the air, here's your chance to get in on the action. Our demo enables you to play five minutes of a full game. It's a one-player match where you'll need to pit your wits against some of the game's most skilled exponents. Set at the world's most prestigious snooker venue, the Crucible, its appreciative crowd and TV cameras all add to the real-match feel.

Controls

■	Cue elevation (↑/↓ adjust angle)
▲	Overhead view
×	Take shot
●	Accelerate shot
↔↑↑+●	Set spin address
↔/→	Rotate cue

Publisher: Codemasters
Style: Snooker sim
Program: Playable demo



Additional Features

The full game stars 20 of the world's top snooker champions, including Stephen Hendry, Ken Doherty, Mark Williams, Ronnie O'Sullivan and Dennis Taylor, and enables you to progress through a local club-based qualifying league before progressing to the Crucible itself.

Further Information

For a full review of *World Championship Snooker* check out *PSM* 35 (page 78).

STAR OCEAN: THE SECOND STORY

After the Gods hurl a deadly meteorite at an unsuspecting planet, all hell breaks loose. Two people from opposite ends of the galaxy are thrust together in a bid to save it. It's an imaginative tale providing *Star Ocean* with plenty of classic RPG charm. The game's content duly delivers everything you'd expect from a decent RPG, with 80 possible endings to enjoy, three battle modes, including real-time combat, and the ability to create items from raw materials. There's plenty here to keep you busy for the entire winter...



Publisher: Sony
Style: RPG
Program: Video

SILENT BOMBER

There's no doubt that explosions in games are always a good thing – the bigger, the better. Which is why a game that's based solely around blowing things up has got good gaming written all over it. And that's precisely what *Silent Bomber* delivers – a cross between *Bomberman* and *Syphon Filter*, with the planting of bombs combined with plot-driven cutscenes. The further you progress through the missions, the bigger the explosions get. You can collect power-ups to throw your bombs further, or scatter them simultaneously. Keep an eye out for a playable demo soon.



Publisher: Studio 3
Style: Blow 'em up
Program: Video

STAR IXIOM

Our *Star Ixiom* demo puts you behind the wheel of your very own spaceship. Once you've got to grips with the training mode and explored the ship, you'll be thrust straight into a combat situation.

Controls

Controls on the Map Screen
↔↑↓ Move cursor
Start Change to combat screen
Select Display status/launch photons
Hold L2 Nominate ball
Hold R2 Fine tune
↔↑↓+R2 Move ball
↔↑↓+L1 Peek view
↔↑↓+R1 Peek head

■	Dash
×	Talk
▲	Cancel
R1	Movement shortcut menu
Start/Select	Pressing Start and Select together resets the game

Controls on the Combat Screen

↔↑↓	Move spaceship
L1	Decrease speed (x2 to decrease speed rapidly)
R1	Increase speed (x2 to increase speed rapidly)
L2	Roll to the left
R2	Roll to the right
▲	Change to the Map Screen
●	Change radar magnification
■	Shoot
×	Use sub-weapon
Select	Change viewpoint

Additional Features

The full game puts you slap bang in the middle of the biggest war the universe has ever known.

Further Information

Read the full review in *PSM* 33 (page 78).



VAMPIRE HUNTER D

Based on the series of books that inspired films such as *Blade*, *Vampire Hunter D* is set in a time when vampires were terrorising the population. Huge bounties were offered for their destruction, creating a new breed of bounty hunter, the most notorious of which was half man, half vampire. This chilling RPG is shaping up to be particularly gruesome.

Publisher: JVC Interactive
Style: RPG
Program: Video



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- Ronaldo U-Football
- In Cold Blood
- Tombi 2
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AND...

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- Exclusive Australian PlayStation 2 news
- Star Trek: Invasion - first look!
- Hideo Kojima's next PS2 game
- Sydney Olympics exclusive review
- Plus all the latest news, tips and the best games reviewed first!

THE FIRST PLAY!

DRIVER 2
PSM PLAYS IT FIRST!
AN EXCLUSIVE PREVIEW OF PLAYSTATION'S
ROAD-RAGING THRILLER

famous last words

brad fittler > > >



The Footy Show recently revealed that most of the players in the NRL are PlayStation-mad. So PSM got on the case and nabbed Brad 'Freddy' Fittler, Sydney City supremo and captain of the NSW and Kangaroo teams, for a chat. And guess what? He loves his PlayStation as much as you do.

Official Playstation Magazine: Hey mate, what's doing?

Brad Fittler: Things are doing good!

PSM: We know you love your PlayStation – how many games do you own?

BF: Sixty. A lot, huh?!

PSM: You must have a heavy schedule with training and all. Do you get the chance to start up new games often?

BF: I haven't had a chance in quite a while, but I love playing golf on my PlayStation.

PSM: Is PlayStation a form of relaxation for you?

BF: Yep, pretty much, after my hectic schedule and all.

PSM: It's now a well-known fact that a lot of Rugby League stars love their PlayStation. Are you as good with a joypad as you are with a footy and beat everybody?

BF: Yep, but I only play the games I'm good at – I'm a bit of a sook!

PSM: If you were given the chance to make a PlayStation game, what would it be about?

BF: (Something) along the lines of *Leisure Suit Larry*.

PSM: What's the craziest thing a girl has ever done to get your attention?

BF: A girl once sewed my name on her hand!

PSM: That's nuts! You're at the top of your sport, who are some other athletes you admire?

BF: Ian Thorpe. He's a real standout.

PSM: And he's another PlayStation freak. So what's the best ever team that you have been a part of?

BF: The '92, '93 and '94 State of Origin teams.

PSM: How does it feel to captain the Kangaroos?

BF: Really good.

PSM: What do you consider being the highlight of your career so far?

BF: No real highlight but the World Cup in '95 and winning State of Origin this year.

PSM: Is this your dream job?

BF: Yep [laughs].

PSM: Can we expect the Sydney City Roosters to sneak up the ladder and take out the premiership this year?

BF: I think so, yeah.

PSM: What type of PlayStation games do you prefer playing?

BF: Golf, because it's less demanding on the brain.

PSM: What's your all-time best PlayStation game?

BF: *PGA Tour Golf 96*.

PSM: What game is sitting in your PlayStation right now?

BF: *PGA Tour 96*. What else?!

PSM: How do you rate it?

BF: Um, I'm good at it.

PSM: What was the last game you bought?

BF: Can't remember!

PSM: Which other Roosters play the PlayStation?

BF: That'd be Fletch, Hursty, Burns and Crossy.

PSM: What seems to be the most popular game amongst the boys?

BF: *Crash Bandicoot* and *Tomb Raider*. I have to say they'd be at the top.

PSM: Did you ever play videogames as a kid or were you too into kicking the ball around the yard?

BF: I had a bogie Intellivision, but my mate had the grouse Atari. So unless I could get to his house for a game, I kicked the footy around...

PSM: Looking forward to playing anything in particular this year in the world of PlayStation?

BF: I'm just hanging for a PlayStation2!

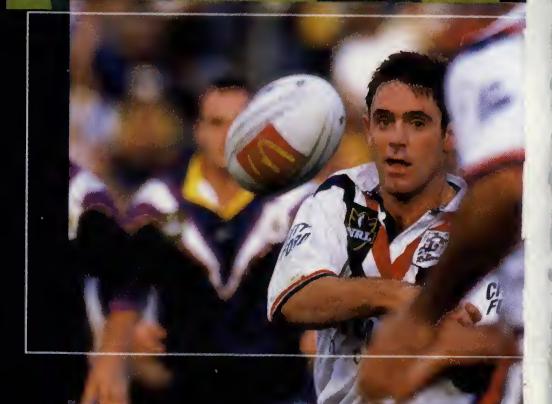
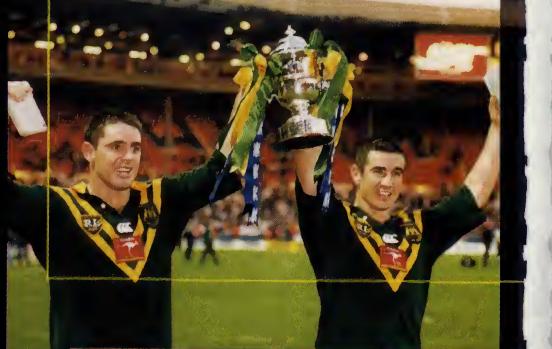
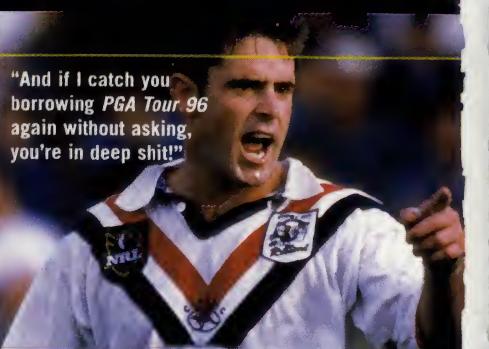
PSM: Finally, if you weren't a professional league player, what would you be doing?

BF: I have no idea.

PSM: Cheers, Brad.

BF: No worries at all, ta.

"And if I catch you borrowing *PGA Tour 96* again without asking, you're in deep shit!"





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